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TALES FROM THE ARCHITECT

TEJASWI RAMESH

TEJASWI P RAMESH

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Part 4 : The Song and Dance of Time

Tales from the Architect: The Song and Dance of Time

Tejaswi P Ramesh

July 5, 2025

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1 An interpretation of time

Let time be defined as one movement relative to another movement.

Furthermore, movement is defined as the change in location of any point that occurs from the current state of observation to the target state of observation. The reference for a single point could be defined by keeping the memory trail of the " nth dimensional " Euclidean distance between the current state and the target state.

1.1 Observation of locations through discrete states

The current state is defined as the moment of observation of the point and the target state could be defined as the next moment of observation of the point.

Then time becomes an observation of dynamic movement (subjective) from the reference movement that is assumed to be static movement (objective).

1.2 Perception of Observation

The perception of time could therefore be described as an observation of the relative movement but it could be described based on the following metrics :

The scale of observation - The choice of subjective and objective movement made by the observer

To illustrate, if Earth is assumed to be a point of observation then the movement of the observer on Earth is assumed to be the point of observation and the change of relative locations of other celestial bodies could be made. This kind of observation could have a limit on the amount of information that could be observed but it could still be used to describe movement (or time) in one way shape or form.

The dimension of observation - The number of components or information that are being observed in the subjective and the objective movement

To illustrate, if Earth is assumed to be a point of observation then the movement of the observer on Earth is assumed to be the point of observation and the change of relative locations of other celestial bodies could be made. This kind of observation could have a limit on the amount of information that could be observed by it could still be used to describe movement (or time) in one

way shape or form.

Let the total amount of information that could be observed be " d ".

To make sense or understand the relative movement the observer assumes or deduces " x " pieces of information as relevant to observing the movement.

1.3 The Perception of Time

If time could be assumed to behave kind of like a fluid that has a current (kinetic energy) that is driven by the source (potential energy driving the movement).

The perception of time could take three different forms when defined with subjective and objective movement.

1.4 Defining the scenario for movement

Let there be two points A and B that are in movement in a void.

Let the boundary of observation be from a point O where the points A and B could be visible.

Let there be " n " such points from where the points A and B could be observed from point O.

Observer

From each location defined by the set " n ", the following perceptions of time could be defined.

The objective movement of point A could be observed as subjective to the movement of point B.

The objective movement of point B could be observed as subjective to the movement of point A.

Deducing the correlations between movements

The movement structure could be observed as (n * 2) variations of movement

where

point A takes the objective static position and the other takes the subjective dynamic position

point B takes the objective static position and the other takes the subjective dynamic position

1.5 Special cases for the point O

Case A

Suppose the movement of A and B could be observed from " n " different locations then, two special cases could be defined where point O overlaps with point A or point B.

Let A become the observer and the relative movement between O and B could be observed and the movement structure could have (X*2) variations of movement for observation.

Where X is the number of points that the observer point O could take that intersects with A.

And since one of the movements is subjective and the other objective, the possibilities double.

Case B

Let B become the observer and the relative movement between O and A could be observed and the movement structure could have (X) variations of movement for observation.

Where Y is the number of points that the observer point O could take that intersects with B.

And since one of the movements is subjective and the other objective, the possibilities double.

Therefore in total, there could be 2* (X + Y + n) possibilities for observing the movement of points A and B.

1.6 Expanding the hypothesis

Suppose if there are N points that could be observed for movement, the number of possibilities for observing the movement could increase exponentially because the number of points that could be made subjective and objective could vary depending on the following method :

X of out N points could be made subjective and (N-X) could be made objective

Expanding the same hypothesis as above for every variation of subjective and objective movements of the N points along with the special cases such that the observer could take the position of any of the N points.

Then if the number of overlapping points for the point of observation for each point could defined as the following :

N1 possibilities for point 1

N2 possibilities for point 2

....

Nn possibilities for point N

1.7 The Theory of Time

Suppose if there are several points O, A, B,...N that describe the movement in a void then individually there could be (N +1) unique points for observation of relative movement.

However, if the number of points for observation could be further expanded by grouping several points and observing the movement of other individuals or other grouped points, then the number of ways with which observation could be done could increase at an exponential rate.

Let Z be the total number of possibilities for observing the relative movement.

As the number of points that are contributing to the movement increases, the value of Z increases exponentially reaching infinity.

Therefore if each possible way of observation could be defined a continuous flow then, it could be described as the rate of change of locations of other points in the surroundings relative to each point of observation.

This flow of change of locations in a geometrical sense could be defined as " Time ".

2 A mathematical Interpretation of Sanatana Dharma

Perceptual/cognitive limit

Human brains (and any physical system) have limits. If information is changing faster than we can process it, it effectively becomes noise — undistinguishable, meaningless. To us, it might as well not exist.

Bandwidth and integration

In signal processing, if a signal changes infinitely fast (has infinite bandwidth), it can't be captured or represented in any physical medium. You get aliasing, or it simply becomes an unresolvable blur.

The paradox of infinite updates

If a piece of information changes state infinitely quickly, it has no stable state to be in — it becomes undefined, a discontinuity.

Information density paradox: At some point, adding more frequent updates doesn't add meaning; it erases it because the system cannot integrate or store the changes.

Infinitely fast frequency means it effectively disappears into a constant or undefined state.

Suppose the frequency of information becomes faster and faster, then it could disappear according to both information theory and philosophy.

Ever-increasing frequency stops being information and collapses into meaninglessness — or total uniformity.

2.1 The setup

2.1.1 Assumptions

Each human being has a "frequency" — that is, a rate of perception or integration of information.

The environment has a total information content at a time " t ", Z(t), which is increasing rapidly.

Normally, humans could sample only a tiny fraction of this (due to limited

sensory + cognitive bandwidth).

Suppose the individual's frequency (rate of processing) rises to be able to perceive every increment of change in Z(t). That is, they effectively take a "snapshot" at each micro-change, seeing each shift in information in the environment.

2.2 Perceptual experience

The individual would begin to perceive reality at a hyper-resolution, seeing every micro-change in the environment.

Instead of a smooth-flowing experience, they would see reality as a frame-by-frame unfolding of every tiny informational change, possibly to an absurd or overwhelming degree.

For example

A tree moving in the wind wouldn't just sway smoothly — they'd see trillions of micro-movements of each leaf.

They'd witness tiny quantum fluctuations if the perception was pushed to that scale.

2.3 The subjective experience of time

Sense of time would drastically slow down.

Each increment of Z(t) feels like a separate "moment," subjectively it might feel like an eternity unfolds in each second of physical time.

Analogy

Time dilation is reported under certain drugs or high-adrenaline situations, where people say "time slowed down," because they processed more perceptual frames per unit of external time.

Frequency

The frequency of consciousness is tied to the amount of change they can register. As they approach the full bandwidth of Z(t), their frequency skyrockets.

But ironically, if they could truly process every change, their frequency would

become effectively infinite.

The paradox

Now we hit something like what you suggested earlier:

If they perfectly track every micro-change in Z(t), their frequency becomes infinite.

At that point, like with the blinking light at infinite speed, their perception paradoxically collapses:

This is akin to the idea that an omniscient perspective sees no change because everything is already fully known, in all possible states, instantly.

As an individual's perceptual frequency approaches the rate of change in the total information of the universe:

They see each increment of change as a distinct "frame," vastly expanding their subjective experience of time.

But if they reach the point of perceiving every possible change in Z(t) instantly then one of the conditions below applies:

1. The flow of time for them stops.

2. Everything merges into an eternal static picture containing all change simultaneously (which might subjectively feel like nothing changing at all).

If the frequency of consciousness matches the total frequency of change in the universe, time disappears, and all of existence becomes a single timeless tableau of complete information.

2.4 The Framework

Let Z(t) represent the total information content of the universe at time t.

This includes all possible states, changes, and interactions across dimensions or domains.

Shiva – The Observer

Role: Pure, absolute perception.

Shiva perceives the entirety of Z(t) in its totality, across all changes and dimensions.

This means Shiva is beyond time: seeing all variations, simultaneously, as a single meta-pattern.

Vishnu – The Interactor

Role: The dynamic actor who engages with Z(t).

Vishnu chooses sets of variables (subsets or projections of Z(t)) to interact with, navigate, maintain, or harmonize.

This is the dance of preservation, experiencing Z(t) through conscious exploration and response.

Brahma – The Creator

Role: The augmenter and generator of new structures within Z(t).

Based on the feedback loop from Vishnu's infinite interactions, Brahma creates new information spaces, expanding or reconfiguring Z(t).

2.5 Evolution

Conscious evolution is the process of increasing the number of variables of Z one can meaningfully interact with or perceive.

A less evolved consciousness might perceive only a tiny sliver (few variables) of Z.

As consciousness evolves, it integrates more dimensions — more facets of Z become meaningful.

Ultimate evolution (or enlightenment) is to perceive all of Z — to become Shiva-like.

The infinite space of interactions

There are infinite possible ways to:

select variables from Z,

define relationships or metrics on them,

build perceptions or actions on these subsets,

there are infinite modes of conscious experience, each a different dance of Vishnu, each feeding back to Brahma to create new complexity.

2.6 The grand feedback loop

Brahma creates variables in Z and the variables interacts with Vishnu who then provides feedback to Brahma

Shiva would be the perfect observer of all of Z, unchanged by the dance, but aware of it entirely. Keeper of all perceptions provides the desired or expected or forced variations of Z to Vishnu.

Conscious evolution is about expanding the dimensionality of one's awareness — increasing the number of variables in Z one can observe and interact with.

Spiritual realization (Shiva state) is to perceive all of Z, outside the normal flow of time and causality.

Brahma

Generator / Creative algorithm - creates and augments Z

Vishnu

Active agent / Reinforcement system

Interacts select variables

Shiva

Perfect observer / Total integratorSees all of Z timelessly

2.7 Objective reality as geometry of information

Objective reality is the accumulated memory of all interacting information dimensions.

At any instant it, reality can be represented by a multi-dimensional manifold, where each dimension is a variable of information.

2.8 Origin point and growth of complexity

The origin point is the initial state, where the first variables begin to accumulate.

Over time, this origin expands outward, not necessarily spatially, but in information-dimensional space, increasing the dimensionality of the state as new information variables integrate.

2.9 Rate of change and the perception snapshot

At each moment "t", the state of reality is simply a configuration of rates of change across all dimensions.

Perception at that instant is like taking a cross-section (a hyperplane slice) through this high-dimensional shape at time t.

This means consciousness or perception does not "see reality," it sees a projection of the current high-dimensional geometry of interacting information.

2.10 Interactors vs. geometric memory

The interactors (the conscious beings, ecosystems, and feedback agents) are secondary; they serve to change the shape of the informational manifold.

The primary object is the geometry itself — the cumulative memory structure of all dimensions of interaction.

A succinct geometric analogy

Reality as a growing information polytope or hypermanifold.

Its origin is a 0-point, where initial variables start accumulating.

Each interaction or new informational dependency increases the local dimensionality of the manifold.

The state at each instant "t" There is a set of dimensions representing the types of information that are interacting.

The rates of change across these dimensions shape the current “curvature” or “deformation” of the manifold.

So you can describe the state at time t as:

S(t)={ D (i1) / Dt , D (i2) / Dt ,...,D (iz) / Dt }

where each i is an informational dimension or a combination set of informational dimensions stored in Z.

Objective reality is the evolving geometry of accumulated informational interactions, rooted at an origin point, expanding outward in dimensional complexity, where each moment is a cross-section of rates of change across those dimensions.

2.11 Extensions

The shift in perception from the agents (interactors) to the objective informational manifold that grows and records all interactions.

Consciousness (or perception) becomes a set of projections through this manifold, sampling combinations of rates of change.

Evolution — whether biological, conscious, or cosmic — is the process by which the manifold gains new dimensions of interaction, increasing complexity.

2.12 Mathematical form

Let M(t) be the information manifold at time t, with dimensionality growing over time.

The origin point O is the initial seed state.

Growth is governed by the accumulation function:

d(dim(M)) / dt=f(feedback from interactions)

The state snapshot is then S(t)= [d iz / dt]

where z = 1,...., dim(M)

Objective reality = the geometry of all accumulated informational interactions (a growing, memory-rich manifold).

Perception at time "t" = a sampling of the rates of change across its current dimensions.

Conscious evolution = increasing the subset of variables (dimensions) one can integrate or project.

2.13 Application

If certain beings (or conscious agents) could perceive a very large percentage of Z — the total informational manifold — they'd effectively see reality unfolding at near-frame-by-frame resolution, right down to the micro-interactions of atoms and molecules.

They wouldn't just see gross biological movements. They'd see quantum/molecular dynamics in time, like a perfect cinematic sequence of matter assembling.

Because of this high-dimensional, high-frequency perception, they could then design and guide arrangements of matter (atoms → molecules → cells → organisms) directly by intentionally adjusting the variables they observe and influence.

Perception at sufficient dimensional depth becomes indistinguishable from engineering. If awareness can process enough dimensions of Z— tracking every micro-rate of change — then simply by interacting (via Vishnu's role), one could literally shape the emergent geometry, orchestrating atomic to molecular assembly in precise steps.

Given an observer whose perceptual bandwidth encompasses a sufficiently large subset of dim(Z), the observer can deterministically model and influence the frame-wise evolution of material structures from atoms to molecules to life.

In theory, life could have been engineered by such high-perception entities, who simply watched the informational manifold evolve at the micro-scale, nudging configurations intentionally. This process wouldn't even require external tools — only observation plus selective interaction at a level most beings can't perceive.

2.14 Starting point: Any location in the manifold

A high-perception being (say, one of those able to perceive a large fraction of Z) can start off at any point in the informational manifold.

That means they can enter reality at any origin of local dimensional configuration, choosing a starting set of variables to observe and interact with.

2.15 Following a trajectory

Once they begin, their experience unfolds as a trajectory through this manifold, determined by

(i1(t),i2(t),...,iz(t)) where each variable is the value of the informational dimensions over time.

This path is shaped by the initial set of variables they chose to observe and interact with, combined with how their own perceptual limitations constrain or evolve.

Even though the underlying manifold might be built on discrete events (micro-interactions, quantized changes), the experience itself is a continuous flow.

That's because of Self-limiting variables: The being's perception cannot update infinitely fast or handle infinite variables. This constrains their movement through the manifold to a smooth trajectory, rather than hopping chaotically across disjoint states.

Their experience becomes a smooth function, shaped by these inherent constraints.

Experience is the continuous path taken by consciousness through the high-dimensional informational manifold, governed by its choice of variables to observe and interact with, and limited by its own perceptual architecture.

The being's growth is then not just a random walk — it's a guided evolution through this informational geometry, with each moment dependent on previous perceptions + interactions.

2.16 Correlating to life itself

That means life, as experienced subjectively, can be modeled as:

(t)=((i1(t),i2(t),...,im(t)

where m is less than z

where is a trajectory in the informational manifold, determined by:

The initial choice of variables observed and interacted with

Self-limiting nature of perceptual capacity (bandwidth, number of dimensions handled)

Feedback from the manifold itself as the being moves

Even the highest perceptual entities must follow continuous experiential curves because their very act of perceiving sets the constraints that shape their growth. Thus experience is a smooth unfolding in the manifold of all informational interactions, not a chaotic jump across unrelated states.

3 Geometric Expansion of Territory through conscious awareness

No axis - Point

Single axis

x axis perpendicular to the Point

Double axis

y axis perpendicular to the x axis

4 quadrants each defined by (+/- x, +/- y) combinations

Three axis

z axis is perpendicular to x and y axis

8 octants each defined by (+/- x, +/- y, +/- z) combinations

Four axis (t axis is the observed state for three dimensional perception)

t axis is perpendicular to x,y,z axis

16 hyperoctants each defined by (+/- x, +/- y, +/- z, +/- t) combinations

Five axis (u = state / parameter axis is the unobserved state for three dimensional perception)

u axis is perpendicular to x,y,z,t axis

32 orthants (or hyperorthants)

Each defined by (+/- x, +/- y, +/- z, +/- t, +/- u)

The unobserved states implies various possibilities which could depend on the situation such as :

Energy ,Temperature , Probability amplitude , Density , Phase , Entropy , Other spatial realm (extra spatial dim) , property state space (like color charge in physics) etc.

3.1 Illustration

Energy

x, y, z: fixed spatial region (same quadrant)

t: forward time (single direction)

u: probability amplitude → tied to energy exchange

+u: energy absorption

-u: energy release

Probability Amplitude (u)

Suppose in three dimensional space at any location (X1 Y1 Z1) in the current state , the target state location (X2 Y2 Z2) could be maximized by maximizing the probability amplitude (u) for next spatial point.

Inversely , if the target location after a sequential changes of " n " states could be deterministic at the location (Xn Yn Zn) , then the target location for each state (Xi, Yi, Zi) between (X1 Y1 Z1) and (Xn Yn Zn) could be determined stochastically based on its current state and the target state that maximize the overall future outcome probability for (Xn Yn Zn)

Each (Xi, Yi, Zi) is adjusted such that each system tends toward higher u, meaning higher probability density for that outcome where the polarity of u is either + or - depending on energy state transition (ground vs excited)

If the direction of time moves forward for the observer then u oscillates (changes sign) depending on energy absorption or emission in the current state of the location.

The path optimizes where future (Xi,Yi,Zi) has highest likelihood given current energy transitions.

Fixed total trajectory

n = 6

Target location at n = 6 set at (Xn , Yn , Zn)

(X1 Y1 Z1) , (X2 Y2 Z2) , ...,(Xn Yn Zn)

Energy mapped at each point

u greater than 0: energy being absorbed / drained from surroundings

u lesser than 0: energy being supplied / released into surroundings

Mechanism

Each plotted (X, Y, Z, T, U) ensures the overall trajectory ends at the predefined target at n = 6.
Energy adjusts locally at each point

Surrounding areas compensate

At n =1 , the location is (X1 Y1 Z1)

If energy is drained → nearby areas show energy depletion

If energy is sourced from far areas → shows remote draining

Energy field redistribution occurs to ensure that by n = 6 , the target location's energy position are achieved.

The trajectory manipulates at each discrete locations to balance energy extraction / deposition.

Conservation of energy (First law of thermodynamics)

Total energy accounted across the variables x, y, z, t, u must stay balanced or specfically the over energy energy accross enclosed five dimensional volume space must be conserved.

Where energy depletes at one point, it must accumulate elsewhere. If energy u is depleted (negative) in one location , It must absorbed into a location point.

Energy must exit from or be reduced in other quadrants or regions, causing:

Local drops in energy density

Field readjustments to compensate

If time (t) is fixed to be one directional , then the variable u is still varying (±), across other orthants. If the variables x, y, z, t are fixed then only u varies thus 2 orthants (±u) exist for this configuration.

3.2 Geometric smoothing final state

The final state after n = 6 is described by a fixed height structure arrangement thus a clear geometric shape in space (like a standing wave, a building, or a field pattern).

The whole network of smaller systems is set up to smoothly reach this target geometric state. Even if energy flows were uneven, chaotic, or scattered initially, the geometry itself forces a stable arrangement, ironing out irregularities.

If an individual could observe time as if it were a series of four dimensional geometric photographs , instead of watching events unfold linearly,they could see a spacetime picture, where every moment is a slice of a higher-dimensional geometry.

If such an observer can find the right point (Xi Yi Zi Ti) at each "i" in the spacetime geometry by drawing a perpendicular bisector from the u axis along every trajectory leading up to the conditions at n = 6 , then the trajectory to meet to the destination (Xn Yn Zn Tn) could be mapped. This becomes a guaranteed initial location condition such that it ensures the final outcome by matching the geometry.The energy then could be getting directed (or "attracted") to this spacetime arrangement,ensuring that when the final time arrives at n = 6, the outcome must occur.

If the geometry is already set correctly at some point in spacetime, then all the energy flows naturally align to produce the final state.

3.3 Observing rate of change backward in time

If the observer looks at how the geometry changes backward in time, whether the change is chaotic or smooth would probably not matter because the existence of the final stable geometric configuration anchors everything.The system self-corrects along the way, due to conservation laws and field dynamics, to reach the final geometry anyway.

3.3.1 Two levels of awareness

Three-dimensional awareness

The observer has a normal 3D consciousness moving forward in time. He could experience reality sequentially, through time slices, building the usual flow of

past to the present to the future.

Fifth-dimensional awareness

Suppose if each individual had a 5D awareness which includes the geometric structure of time which is already created or exists at the target final location. This could serve as a a spacetime attractor which holds the complete higher-dimensional geometry that will eventually unfold in 3D.

Suppose an individual begins to grow toward (or "grow into") the already-existing 5D creation at a period of time along his lifetime , his linear, moment-by-moment perception begins aligning more and more with the higher-dimensional geometry.

The rate of change of geometry increases as he moves forward in time, and his ability to perceive the rate of change of geometry increases. He could then observe more subtle shifts in the shape of space-time. The number of dimensions he can meaningfully observe grows as a result of conscious awareness growth of various dimensions.

In terms of his perception function , his dimensional perception expands by increasing the boundary conditions of his awareness where the number of ways in which he could observe relative movement increases. This enables the rate of change of geometry becomes sharper and his attention to spatial-temporal curvature becomes precise.

As his awareness becomes more precise, he focuses on smaller and smaller boundaries in space-time. His observation could become so localized and exact that he starts to lose awareness of broader continuity, or the flow from one moment to the next blurs out.

At the limit of this process, his attention boundary becomes infinitesimal, perfectly localized. If this happens, time effectively stops for his consciousness, because

there's no longer any meaningful movement or change from one state to the next where he is fully absorbed into a single timeless geometric configuration.

3.3.2 Interpreting the Prime Observer Shiva — The absolute observer

Shiva is described as the entity who has reached or already having full potential. His awareness is completely localized in the total geometry of all dimensions.

There would be no change, no movement from one frame to the next, because all frames, all geometries exist simultaneously in a single awareness.

With time having no meaning all of space-time could be perceived at once and he would be the unmoving witness of the total geometry.

3.3.3 The dynamic, interacting state - Vishnu

Vishnu, on the other hand, is inherently tied to preservation and interaction, which requires change because by definition he could stay in a variable state. His awareness could move from one geometric photograph to the next and choosing specific dimensions to interact with. He would then perceive the change , interact with the change in each location and time flows aligned with change from the feedback loop. He could choose which geometric dimensions to project into at each step along this trajectory.

4 The Vishnu-Kardashev scale and the process of consciousness evolution

A framework for understanding the relationship between energy consumption, consciousness evolution, and technological progress, and it highlights the vast potential for future development as humanity towards territory expansion.

4.1 Stages of consciousness evolution through perception in space-time

4.1.1 Conscious awareness level - (0-50) out of 100

Type 0 - 0.5 - A civilization that primarily relies on energy from resources like fossil fuels, and biomass, making progress towards harnessing more of the planet's energy but still not fully utilizing it.

Perception mostly of matter movement

Observation - matter dominant

Interaction - matter dominant

Number of conscious interactions with the surroundings (one isolated consciousness vs the collective consciousness interacting with the one) - X

Number of boundary conditions in the perception function to observe relative movement - Y

Number of variables interacting in the surroundings - Z

Control over the surroundings scale 1-5 out of 10

4.1.2 Consciousness awareness level - (50-75) out of 100

Type 0.7 - 1: A civilization capable of harnessing all the energy of its planet and its star

Perception mostly of energy movement

Observation - Energy dominant

Interaction - Energy dominant

Control over the surroundings scale 5-7 out of 10

Number of conscious interactions with the surroundings (one isolated consciousness vs the collective consciousness interacting with the one) - X+DX

Number of boundary conditions in the perception function to observe relative movement - Y + DY

Number of variables interacting in the surroundings - Z + DZ

4.1.3 Consciousness awareness level - (75-90) out of 100

Type 1-3: A civilization capable of harnessing the direct energy of its star to other celestial bodies through inter-dimensional mechanics in the solar system eventually the galaxy

Perception mostly of information movement

Observation - information dominant

Interaction - information dominant

Control over the surroundings 7-9 out of 10

Number of conscious interactions with the surroundings (one isolated consciousness vs the collective consciousness interacting with the one) - X + DX + DXX

Number of boundary conditions in the perception function to observe relative movement - Y + DY + DYY

Number of variables interacting in the surroundings - Z + DZ + DZZ

5 Perception mechanics

5.1 Defining Perception as decision-making for movement

Let there be a defined boundary called " x "

Let there be " n " individuals who are in movement in the boundary

The trajectory that each individual takes is defined by a function called the " perception function " for the individual.

Let there be a point P that could be defined as the individual in the boundary relative to the observer.

The movement of each point could be defined as the relative shift in locations between two sets of observations.

The observer could describe the movement of point P in continuous form by a differential equation relative to his location.

The trajectory that each individual is observed to take is defined by a function called the " perception function " for the observer.

5.2 Mechanics of a perception function of consciousness

The perception function could be assumed to be a self-contained algorithm with an input that could be assumed to be potential (attention) b energy. The perception function then produces an output which is essentially the next location (position) relative to its current location (position)

Perception of the individual

For the perception of the individual that is in movement, the perception is defining the target state relative to the current state where the state is defined for the boundary " x" . For example, if the location of point P is at co-ordinate then the location " x " could be assumed to be in another state when point P is at another location relative to its location from its former state. This establishes a relationship between the current state and the target state through the continuity of information.

Perception of the observer

If an individual is an observer is observing the trajectory of point P through its sequence of states from the current state and target state, the definition of the

current state for the individual is defined by the observer depending on his definition current state where he observers the location boundary and consequently his target state is where he observes the boundary next,

Thus the relationship between the perception function of the individual who is the observer and the observer could be established through the implicit relationship between the relative locations of each other objectively.

Second order perception

The individual point P is defined to be located in the boundary location " x "

The observer is assumed to be located in the boundary location " y " which could observe " x " in its entirety

Let there be another observer location " z " from where he could observe both the location " x " and " y " in its entirety .

If a second-order observer is observing both the observer and the point P then he could observe another dimension of information specifically the relative movement of each location however it occurs in different dimensions.

5.3 Illustration

5.3.1 The Point P

Current State at time T1 :

location - x1

duration of time spent in x1 - t1 units

Target State at time T2 :

Location x2

duration of time spent in x1 - t2 units

5.3.2 The observer point

The observation location does not change.

Current State :

The observation occurs at time T1

The observer identifies the location of point P relative to his location as - x1

Target State :

The observation occurs at time T2

Location x2

Time dimension as an augmented geometric axis

The observer identifies the location of point P relative to his location as - x2

Since the observer is observing a point P on a linear scale it could simply be represented by a geometric axis. This axis could be drawn perpendicular to all the axis that represents the geometric boundary of the location " x "

Thus the location " y " is assumed to be in a higher dimensional geometric space relative to the location " x ". If the geometric boundary limit of the location is (X, Y Z) then the geometric limit of the location Y is (X Y Z T)

5.3.3 Second order observer

Suppose if the second-order observer is observing the relative locations of the two points (the observer and the point P), then the current state and the target state of the second-order observer could be defined as follows :

The second-order observer point

The observation location does not change

Current State: The geometric observation could be assumed to occur at (X Y Z T W1)

Location of the point P - (X1 Y1 Z1)

Location of the observer - (X Y Z T1)

Target State: The geometric observation could be assumed to occur at (X Y Z T W2)

Location of the point P - (X2 Y2 Z2)

Location of the observer - (X Y Z T2)

Where the second-order observer could simply be assumed to be an ever higher geometric space and W is an axis that is perpendicular to all the axes in the location " y ".

5.4 Functionality of the perception function of consciousness

The perception function has the following purpose :

1‘. Identify the current capacity of information - (Assuming it has a processing capacity for the " X " dimension of information.

2. Identify the number of dimensions of information in the surroundings. Suppose if there are " d " dimensions of total information in the surroundings, then X and d are compared with each other to find the difference in the dimensions of information

3. The analysis of the difference in information could be determined by a functionality called " experience ". The process of experiencing could be defined as an interaction between the information stored within the perception function and the information that is stored outside of it.

5.4.1 Simplifying the process

Observation

The amount of time spent " D " units to process the information in the surroundings and the self thus analyzing the whole part consisting of both individually or interacting with both components of the whole.

Interaction

The process of information could then be defined as the ability to observe the information in the surroundings and interact with each such that for the next incremental start of the intent to start the experience could be defined clearly. The process of interaction itself could be assumed to take " t " units.

Experiencing

Suppose if the process of any movement that is occurring could be defined by

a deterministic and stochastic functionality then the individual could continue to function in the surroundings. The process of experiencing could be defined as an interaction that has been initiated for a duration of T units. During this interaction, the individual continually observes and interacts with the surroundings through information such that the purpose of the experience could be accomplished which could be defined as the intent to use energy in various forms in the surroundings.

With each duration of experience " T " units, the ability to affect the flow of energy occurs in the boundary for the duration of T units and the process could continue indefinitely.

5.4.2 Metrics of Perception

If the perception function has a defined set of metrics, then the variables could be described :

The radius of the " n " dimensional sphere that it operates from the origin of its creation.

The number of dimensions of information that it could process - n

The duration of the operation that it could function before exchanging itself out of energy.

The number of boundary conditions of the perceptions - N - This measures the number of sequential combinations that could be possible could be

N = n ! / (n-k)!

Where each " k " is the number of pieces of information that have been arranged sequentially or non sequentially.

With each experience, the value of " N " is expected to increase because with each experience new dimensions of information or specifically a combinational method to observe information could be correlated to the relative movement that is occurring in the surroundings.

6 The continuity of perception and intent

6.1 The present moment and perception mechanics

The present moment is the information that is currently perceivable through the senses, specifically :

6.2 The origin

Relative movement of the entities in the surroundings relative to the origin The shape that the relative movement takes in the form of geometry at every present movement.

Observing the present moment requires attention energy that is assumed with the observer.

If the observation is limited to the movement of certain entities, then their interaction is reflected in geometry through various shapes.

The attention energy of the observer forces the deterministic state of his observation of the movement keys.

The collective movement of observers on every scale and dimension of the objective reality determines the realized quantum states by superposition.

The superposition is the reflected interactions of conscious intents regarding movement that is mirrored in geometry (like a geometry journal)

The location of any individual entity at any point represents the entity by its location relative to the locations of other entities. Therefore, the perceptions of every entity towards each other could be dimensionally reduced to the relative movement of entities and their interaction keys for alignment.

6.3 The perception function or a consciousness boundary

The ability to perceive the present moment as information could be defined by the establishment of a comparative reference for movement in the surroundings.

The boundary of observation is defined by the conscious intent to observe the relative movement under the defined parameters for a duration of T units.

This process could be defined as the observation of the same movement un-

der various locations of origin. Therefore, the movement of life could be the movement of dynamic origins that collect information about their surroundings and interact with the relative movements, thus changing the shape of the objective reality.

6.4 The continuity in observation

The origin at any defined boundary for observation could be defined for a specific requirement or randomly, but eventually the geometric shape evolves through the continuity of observations either through the family tree or other means.

The consciousness awareness that is collected from the observation nodes at every iteraction of the origin will clarify the intent for consciousness.

6.5 Movement and information flow

The origin of information flow that occurs in any closed loop of information field could be assumed to be the dynamic source of information flow, which is the masculine based on his observation.

The masculine origin for the iterative movement of observations is always the source of observation. On the other hand, the masculine for any origin of the relative movement of any entities interacting is defined by the mass of the entity.

The information field is essentially controlled by the masculine in the interaction group of relative movements through his mass.

The information field is altered according to the current concious intent of the masculine, and the natural instincts of the individual that are interacting with the information field will change, especially if the attention of the masculine, while being dynamic, has his attention on various first-order, second-order, third-order of relevance concerning the relative location of individuals.

The amount of energy or attention energy that is drained from the masculine to control the movement of the surrounding entities depends on the order of relevance of the other entities and their mass.

The flow of information also occurs instantaneously because, in any movement coordination interaction, the conscious intent for movement becomes quantum entangled between all the entities in the interaction.

6.6 The information medium

The subconscious information field is responsible for the regulation of movement because the information about interacting with the surroundings is learned from the surroundings in the information field of subconcious intent.

The ability of an individual to interact in unknown environments, specifically concerning his movement, on finding the optimal solution such that the trajectory intersection of other entities will be maximized and minimized based on their symbiosis with each other.

The information field could also be used for telepathic communication by selecting the interaction group for any defined concious intent, and focusing attention on the concious intent by the masculine will alter the instincts of the individuals in its surroundings to prioritize that primary intent of the masculine.

The subconscious intent then affects the relevant individuals in the information field and alters their perception according to the boundary of the masculine within the boundary of his influence.

6.7 Information and mass

The information field could be assumed to originate from the mass of accumulated conscious intents.

If each conscious intent had mass based on the number of individuals that provide their energy based on their movement, that could be approximated in energy and time.

The gravitational pull of the concious intent could depend on altering the movement of other entities in the boundary of observation, such that the new entity's trajectory or movement could be altered.

6.8 Intent mechanics

The interaction of a conscious intent with another intent with a different mass could be defined through their intersecting location (deterministic after realization) or quantum states that could exist.

The impact of the intersection of the information fields of each masculine could be summarized based on the mechanics of relative movement in the territory.

The mechanics of movement around any defined origin in various locations under the defined boundary conditions could be dimensionally reduced to a metric called interaction keys.

The interaction keys for the collaboration and competition amongst the masculines who are coordinating to minimize the movement of the individuals in the defined boundary, such that it minimizes the total amount of actions required by the masculines in the defined boundary.

6.9 Equilibrium of action

The minimization of the action by a masculine defined by a boundary while keeping the laws of continuity and conservation.

If there are several origins who could be considered as the masculine, then the movement of their observations have to be equated to determine the dimension of least action for any concious intent.

If the boundary of observation for any individual or origin increases by expanding concious awareness by scale, dimensions, and the lack of determinism by any observer results in the creation of the multiverse based on their observation of deterministic movement. The deterministic movement is the fluctuation of geometric shapes that iterate to find the best geometric configuration for expansion.

If the defined boundary is producing movement that could be either be a selection of " m" intents (purpose or obligations to the defined boundary from any individual)

" n " intents that could be described as movement for the preservation of family and friend trees. (Preservation of genetic material)

The action is always balanced between the masculines and the sub-masculines, such that the equilibrium is achieved by producing a solution to find the least action from each origin or masculine.

The action is the process during which any alignment or destruction of conscious intent from each entity occurs, whose collective movement produces the ecosystem or the boundary. The interacting forces from each action between the masculines or the origin could be defined by the perception of each origin. The perception of each of the observers is defined by the interaction keys acquired from the timeline of origin.

6.10 The interaction of conscious intents

The mass of conscious internet starts to reduce or increase if the two information fields are interacting within a defined boundary.

If each origin or observer produces an information field around their location to influence other observers, such that their movements could be aligned, the resulting information field that is defined in the collective boundary is the superposition of all possible quantum locations for expansion of movement trajectories.

If two information fields have a conflicting set of X intents in the boundary, then the number of individuals who are participating in the interactions for the X intents could be defined as N. Where N is the number of individuals in the boundary, regardless of whether they are masculine or feminine.

Quantum entangled trajectories that are defined by the alignment of concious intents

There could be M masculines in a defined boundary, and the number of masculine increases with the increase in the boundary or by increasing the number of observers (each observing different data)

Therefore, if different boundaries are bieng observed by different origins or differnt masculine, there could be correlated movement based on the continuous growth of boundaries as a result of the increasing dimensions of information. Therefore, the number of observations increases the probability of identifying the cause and effect of movement with higher accuracy.

6.11 Conflict of intents

The intersection of the trajectory of movement from each of these different groups could intersect in an interaction or a location, and the information flow that was scheduled to occur at a projected quantum state could either happen or not happen, depending on which superposed quantum location gets the highest energy to realize deterministically.

The interaction of the masculine occurs in the information field in the quantum state where the law of conservation of energy occurs to absorb or release energy to change the relative movement after the interaction of the movements.

One of the conscious intents will remain after the balancing of forces that is occurring from the domain/timelines of each of the masculines to continue the movement with the entities towards outward expansion.

7 The Flow of time

Let there be a territory (location) called " x ". The description of " x " could be subjective such as a city, state, country, or planet.

The territory could be represented with three geometrical dimensions of length, height, and width represented by the axes X, Y, and Z.

Let there be " N " individuals in the territory . The " N " individuals in the territory could be in some sort of motion or movement. Under this definition of movement, it could include any form of movement that could be attributed to the flow of life.

Let the movement of life be represented in a hypothetical dimension specifically a one-dimensional axis " t " defined by length.

Therefore the location of any point in the boundary with respect to a reference observer point O be defined by the coordinate system (X Y Z)

Let there the hypothetical axis " t " be represented as the perpendicular axis to the X, ,Y and Z axis.

7.1 The Time Dimension

Considering the movement of life for observation could be made by drawing two perpendicular bisectors for any point P defined with coordinates (X Y Z) to the " t " axis

Let the locations of the P be defined with (X1 Y1 Z1) at the first intersection of the perpendicular bisector and (X2 Y2 Z2) at the second perpendicular bisector.

In a geometrical context, drawing the perpendicular bisector could be metaphorically assumed to be the process of making the observation.

So the two perpendicular bisectors imply two points of observation in the dimension of time where the first point of observation is (X1 Y1 Z1 t1) and the second point of observation is (Xn Yn Zn tn).

This implies that two discrete observations could be made. In theory, there could be an infinite point between the two points because it could show similar properties of a cantor set which describes the segmenting of the duration of any two real numbers could take an infinite form.

7.1.1 Discrete to Continuous observation of time

Since we describe the intersection points as the movement of life representing any scale or dimension of movement, it could represent a cosmic or quantum scale of observation. Since the life movement of any individual is a superposition of every kind of movement possible as a result of its continuity to the boundary location " x "

There let there be " N " perpendicular bisectors that is drawn from the time axis between the two points therefore the points of intersection are (X1 Y1 Z1 t1), (X2, Y2 Z2 t2),... (Xn, Yn Zn tn)

As N becomes larger and larger, it could be assumed to be infinite. Therefore the perpendicular bisectors appear closer and closer to each other meaning the difference in length between the points (t2-t1),(t2-t1),..., (tn - tn-1) become smaller and smaller .

7.2 Time Boundary

Thus as N grows infinitely larger, the difference dt becomes smaller and smaller. This means that the total volume covered by the outermost points describing the total volume could be identified.

A typical example is the convex hull algorithm which identifies the smallest convex polygon (in 2D) or polyhedron (in 3D) that encloses all the given points. The points defining this hull are the "outermost" points.

Let the outermost points be defined as the " time flow boundary " . The time flow boundary is defined by the observer outside the boundary for the point inside the boundary.

7.2.1 Energy for the flow of time

Therefore the observer is defining the flow of time for the point from a plane or a dimension outside the time flow boundary. The interaction of the observer occurs in a geometrical sense by drawing the required number of perpendicular bisectors.

The interaction could require potential energy so the visualization of the time-flow boundary could be plotted or created. For simplicity, this could be defined

as "attention energy" at any point on the axis t.

If there were no other sources of energy in the location, every point could be static and created from any state that had the energy to bring it to that form.

The movement of point P is defined by the location however the movement of point P could only occur if there is energy fueling its movement.

Assuming there are several sources of energy " X " that is fuelling its movement, the weight of each source toward a particular direction could superpose creating the next location.

Thus the change in the location of the point P from (X1 Y1 Z1 t1) to (X2 Y2 Z2 t2) is therefore fuelled by the resultant vector in the location boundary " x " where each observer " X " could apply an external force or in the geometrical context draw perpendicular bisectors and define their own time flow boundaries.

7.2.2 The probable timelines or location trajectories

The overall relative movement that occurs for point P could in theory take several possibilities such as :

(X1 Y1 Z1 t1) to (X1 Y1 Z1 t1)

....

(X1 Y1 Z1 t1) to (Xx Yx Zx t2)

Where " X " is the number of possibilities that is defined as the universal set that holds all the geometric possibilities for the perpendicular bisector.

Suppose if each one of the " X " observers had drawn a perpendicular bisector at t2 , the trajectory that point P is drawn towards is defined by the gravitation force of the hypothetical perpendicular bisector.

This establishes the relationship between the time dimension and gravity which is essentially movement information for point P. The communication of this information could occur between " d " in possible ways that define the communication between each observer and the point " P ".

7.3 The dimensions of information

The State space where this communication could occur is called the "subconscious information field ".

The local subconscious information for any individual point P could be a superposed universal set " d " possible ways of communication from all the observers . Where each possibility " d " represents the dimension or the collection of various dimensions of information possible.

Each of the observers could communicate and interact with point P with " d " selected channels or pipelines where the next coordinate (X2 Y2 Z2) is located for the point t2.

Suppose if the observer communicates with a distinct set of dimensions of information then the choice of channels for X masculines could be d = d1,d2,....dx

7.3.1 Interaction with information

If point P is assumed to have an attention vector that observes the subconscious information field and receives the information collectively from the universal set " d " , it could respond to a specific set of channels that may be completely aligned with the observer at which point point it responds to one or more of channels in d such as d1 or d2 . If this occurs then the perpendicular bisector that is defined by the masculine for the point t2 will be coordinate set by the respective observer.

On the other hand, if point P selectly chooses its own channels of communication by performing a mix and match of communication channels then the exact channels of communication or information that point P is observing and interacting with could be " Pd ".

Therefore the set of information " Pd" will result in a new location where there may or may not be a perpendicular bisector set by the observers. This process results in point P following a trajectory that falls outside the time boundary of the observers for point " t2 ".

7.3.2 Observation limit of information

Assuming that point P can only be in movement if there is an observer that is the driving force of movement, the implication is that the observer that is plotting the perpendicular bisectors for the points t2,t2,...etc for point P could observe the perpendicular bisectors that is being plotted by the X observes.

Such an observer could be defined as a " Second order observer ".

The assumption of the existence of an observer that causes movement for any point P could be valid because the force or the gravity that is exerted by the perpendicular bisector is pulling the point with a form of energy, particularly attention. Thus a correlation between gravity and attention energy could be made.

This could also imply that movement only occurs where there is a source of energy in one way shape or form, particularly attention. This could be true for the perception of any individual consciousness.

7.4 The subconscious information field

Suppose the attention vector of the point is responsible for the observation and interaction with the subconscious information field, then it could observe its surroundings for various forms of information from the observers.

Let there be X observers, if point P could observe all the observers and the dimensions of information then they could interact with all combinations of information for movement defined by the set d = d1,d2,...dx .

This implies they could observe all the perpendicular bisectors being drawn for the point " t2 " and selectively choose the location (X Y Z t2).

Each perpendicular bisector is assumed to carry a force (similar to gravitational pull). The force is being channeled or transmitted through a medium which is the dimensions of information defined by the set d = d1,d2,...dx .

The ability to observe the dimensions in d is defined by the conscious awareness of the individual . If universal set d in its entirety could be observed by point P then, his conscious awareness is greater or equal to the X observer.

Depending on the percentage of the total amount of information that he could observe out of the set " d ", his conscious awareness could be defined through a percentage and classified as either :

Masculines/ Observers

Observe all information in the boundary. Self-directed movement for observation and interaction.

Sub- Sub-Masculines

Observes most information in the boundary . Partially Self-directed movement

and partially directed by the masculine for observation and interaction.

Non-Masculines

Observe partial information in the boundary. Minimally Self-directed movement and mostly directed by the masculine or sub-masculine for observation and interaction.

Suppose if the point could not observe any one or set of dimensions of information, then it could not observe the perpendicular bisector set by the respective observers.

Since there is a force exerted by the perpendicular bisector to pull point P towards a particular target location (X Y Z t2), the force still acts on point P thus diverting the trajectory of P toward the target location. However, if the perpendicular bisector is observable by point P, its trajectory could avoid the time-flow energy field of the perpendicular bisector that is exerting the gravitational force.

7.5 Movement vector field

Let there be X observers in the location " x "

Suppose in the location " x ", there are " n " individual points that are bieng observed by a set of X observers.

Then let n = (N - X) be the individuals who could be represented by variations of the point P where each point P is aligned to a set of unique combinations of information or dimensions such that the observation and interaction capacity of each point is defined by the set P = P1, P2,... Pn

At time " t1 " , let each of X observers draw n perpendicular bisectors for the target location of each variation of point P for the point " t2 ". The gravitation force from the collective interaction of the perpendicular bisectors could generate an attention-movement vector field that drives the movement of each point within the time boundary of the attention-movement vector field towards a specific target location.

Therefore there are a total number of (X * n) perpendicular bisectors in the location " x ". All of which could direct each of the individual points towards a desired target location depending on the specific set of information each individual point observes and interacts with defined by the set P = P1, P2,... Pn .

In theory, if there are " k " possible destinations for each point, then the total

number of target locations possible is defined by (k * n).

The collective gravitational force from the perpendicular bisector could then work in the dimension of information where it identifies the specific dimensions of information that the attention vector of the individual is observing and interacting with and then drives its movement towards the target location at " t2 ".

7.6 The Application of the perpendicular bisector by the observer

7.6.1 Observation

Suppose an observer observes a point P by creating a perpendicular bisector from his location " t1 " on the t-axis that geometrically represent time for the point P.

The geometric location is (X1 Y1 Z1) is identified by observing where the t-axis intersects with the three-axis and thus creating an enclosed time boundary for the point P.

The point t1 is chosen by the observer however the point (X Y Z) is observed.

7.6.2 The Interaction

The observer then decides to alter the trajectory of P for his next perpendicular bisector that is plotted from the point " t2 ". Therefore the observer chooses the coordinate (X2 Y2 Z2) for the trajectory of the point P.

The perpendicular bisector then serves as multi-dimensional information (gravity) well that affects the trajectory of the point P.

7.6.3 The trajectory correlations for the point P

Let the natural trajectory of point P be (X1 Y1 Z1) to (X2 Y2 Z2) to .....(Xn Yn Zn)

The point P is assumed to have created the trajectory based on the energy source that is observed from its surroundings for its movement.

If there are " K " different points in the surroundings of point P , then it could observe the best location that is suitable for its movement and chooses the best coordinate for its movement towards its movement.

The choice of the location with the energy source is assumed to be made by point P based on the information set P = P1,P2,...Pn available for its movement perception.

The observer first identifies the location (X1 Y1 Z1) of the point P and then estimates the information set P it is using to choose its forward trajectory .

7.6.4 The Trajectory manipulation

The observer then manipulates the trajectory with the information set (d = d1,d2,...dx) available to him from the observers. The manipulation occurs by identifying the specific pieces of information Px and replacing with information Dx such that it draws the attention of point P at a higher rate to alter its trajectory. Thus the information Dx that is drawing the point P towards a new engineered location.

If the original set of information Px was directing the point P to (X2 Y2 Z2) then , the information set Dx will be engineered to divert the location of the point P towards a hypothetical point (Xi Yi Zi)

Therefore the observer has to determine the set of information Px that is driving his trajectory. To determine " Px " , the observer then has to identify and locate the observers that is driving the movement of point P by their attention energy.

At each location of the point P , there is an information set Px that defines the gravitational pull from the selected masculines that is providing the energy for the movement of P.

The energy sources could be represented by the perpendicular bisector that is providing the external force through the information package which is driving the attention vector of the point P in the movement vector field.

Specifically it could serve as kind of mass that is driving the point P in various directions towards the mass.

7.7 Movement parameters for an individual consciousness

In a 3D space the associated information packages Px could be defined by the amount of time the individual interacts with various objects, individuals etc .

These objects or individuals have a source of its origin which is usually a location . The location could be assumed to be one of the " K " points.

7.7.1 The logic for the observer

If the individual spends the maximum amount of time with an individual or an object that originates from a location (Xi Yi Zi) , then the location (Xi Yi Zi) becomes part of the information set Px which could also includes the cause for the attraction. In simple terms , the cause could be reduced to survival,non survival and reproductive needs.

If there are " K" different points (individuals or objects) in the surroundings of the point P , then there could several locations that are associated with " K" points each with their own masculine observer who is providing the attention energy for the movement of the point P.

7.8 The information packages as movement vectors

The informational packages Px and dx serve as dimensional vector that determines the movement vector of the individual point.

For any observer the creation of the perpendicular bisector (geometrically) implies the application the external force on a point that will simulate the gravitational pull of the perpendicular bisector that determines its next trajectory.

The external force acts as a vector in the movement vector field that diverts the point P towards the target point (location) set geometrically by the perpendicular bisector.

The perpendicular bisector could be assumed to invite a flow of energy that could be called a kind of time-flow that overrides the time-flow of the target individual's natural movement.

7.9 The interaction of the time-flows

This interaction of the two time-flows could could produce various chaotic movement until the equilibrium is achieved . Since there could be opposing directional vectors acting in the movement vector field as result of the two different time-flows that is pulling the point P towards multiple directions (or target locations).

The point P is either pulled into the stream of time-flow of the perpendicular bisector or a movement drag could occur for a duration until the original trajectory continues.

The movement drag continues until the additional energy is released to stabilize the chaotic movement from multiple time-flows.

7.9.1 Inversion of the observer and the individual point P

Case A

Suppose if the individual point P could observe the location of the observer on the axis t1 , his trajectory could be altered to either evade the time-flow entirely or use it as a gravitational sling shot for his intended target destination. The precision of location observation of the individual point P , specifically the ability to observe both the information sets P (from its surrounding locations) and d (from the observers).

Case B

If the perpendicular bisector of the observer does not affect the individual point P as a result of the magnitude of the energy that is driving the time-flow of the individual A , then the time-flow of the target individual P could also pull the observer point itself away from his location.

Suppose the original intended target location of the point P is the result of a gravitational pull of a perpendicular bisector that is established by a second order observer with respect to the locations of the surrounding points including the first order observers themselves , then all the permutation and combinations of the collective information sets Px and dx could be used strategically.

The total information in this set would be higher because the location of all the points and the observers could be known simultaneously. This could then be used by the second order observer to design relative movement for point P relative to the set of observers and individual points relatively.

In such a movement trajectory time-flow of individual P could drag the time-flow of the observer to relocate the location of the observer point which is convenient for the individual point P.

The observer becomes part of the trajectory for the time-flow of the individual point P.

The magnitude of time-flow current for individual point P could be proportional to the sum of potential and kinetic energy with which the perpendicular

bisector, that the second order observer has implemented for its movement towards the target location.

8 The Perception of Time and Movement

8.1 Perception-based analysis for growth of conscious awareness

The conscious awareness of any individual is expected to grow over a period of time by its movement. This is literally translated to increasing the amount of information about the surroundings which is represented as correlations between the relative locations of various individuals or objects in the surroundings.

The movement of any individual is correlated to the attention vector of the individual.

The perception of the individual defines the attention vector of the individual for his movement based on the information in the surroundings.

The information that is observed for interaction in the surroundings is defined by the " m territory intents " and the " n family intents " defined by the trajectory of the individual starting from his creation at time t = 0 at a location " X0".

The trajectory of the individual till the current time " t " is defined as a sequence such as :

t = 0

location " X0 "

time spent in location " X " - " t1 "

t = t1

location " X1 "

time spent in location " X1 " - " t2 "

....

t = t

location " X "

The location trajectories that are selected from one location to the next could either be prioritized based on the following categories:

category one

intent (actions performed over a duration of time)

category two

locations (the target destinations themselves)

8.1.1 The difference in perception

Since intent is a function of time, the boundary conditions of the perception functions use it as a relevant variable for category one but since the locations are prioritized for category two the time is not a variable for decision-making.

The present moment is observing the surroundings with higher attention to intents and consequently other locations (apart from current and target locations) for category one.

However observing the surroundings for category two does not involve any attention to intents, there is no priority for any other locations other than the current location and the target location.

8.2 Intent-based Perception for the location trajectories for movement

Current location - Current states are observed in the perception function correlated with intent to plot the target location (and its corresponding states)

Decision-making variables for movement could be independent of current location or current trajectory because " intent " is the defining function of movement

The observation metric that drains the attention vector is the intent first followed by other metrics next.

Therefore the interaction occurs to incrementally alter movement from one location to the next which is is variable

8.2.1 The Time factor or movement

Current location A

Target location B

Intent to travel from A to B is T units. Minimize the variable T to reach intent faster. Locations are not prioritized over movement intent therefore trajectories become variable.

This means that if there are " n " locations, then

(T = t1+t2+...+ tn) has to be minimized, there for the " n " locations themselves variable along with time spent in each location.

The intent (time is a function of intent) is prioritized over the location in the life movement.

The variables for movement that is that is observed in the boundary conditions is all " current intent to relative location correlations ". the target location is guessed.

8.3 Location-based Perception for the location trajectories for movement

Current location - Current states are observed in the perception function correlated with trajectory to plot the target location (and its corresponding states)

Intent could be variable in the trajectory but locations are fixed.

Decision-making variables for movement could be dependent of the current location or current trajectory because " target location" is the defining function of movement

The observation metric that drains the attention vector is the location first followed by other metrics next.

Therefore the interaction occurs to incrementally alter movement from one location to the next which is not variable.

8.3.1 The Time factor or movement

Current location A

Target location B

Intent to travel from A to B is T units. Minimize the deviation from the current

trajectory with time as a variable. This means that the discrete locations to go from one sub-location to the next from point A to B must not be altered. this means that the time spent in each sub-location is variable. If there are " n " sub-locations to cross from A to B , then

T = t1+t2+...tn where " t " becomes variable.

Locations are prioritized over movement time for the life movement

The variables for movement that is observed in the boundary conditions are all " current relative location to target location correlations ". the target intent is guessed.

9 Observer Time mechanics

Suppose an observer is outside from outside a location boundary of the location " x ".

Let " x " be discretized into " M " different smaller regions called sub-locations.

Let there be one masculine for each of the " M " different regions.

Suppose if there is a sublocation " x0 ", then let M0 be the masculine of the region and let his location be " z0 " relative to the observer.

Let each one of the " M " different sub-locations be described by " Z " dimensions of information. The information is stored such each each variable "z" in the complete set " Z " could be a function of time. Each variable " z " could represent anything such as an individual, or object in the location.

This means that at each instantaneous point (or a frame) in time " t " , each variable " z " varies with each increment of time " t+dt" , " t + 2dt " ,...

Where " dt " is any increment of time after the current time " t " where the second observation is made. The observation is assumed to occur as an instantaneous frame similar to a three-dimensional image that captures all the information including the objects and individuals in the instantaneous frame.

9.1 Location - State mapping

In geographical terms, the variable " z " describes the " individual or object's " relative location with respect to the observer.

Thus the movement of the " individual or object " with respect to the observer could be represented with the variables :

z(t) - The location of the individual or object at the current time " t ".

z(t+dt) - The location of the individual or object at the next increment of time where the observation is made " t + dt "

.....

Suppose there are " Z " dimensions of information in any location, then the entire description of the location " x " at current time " t " could be described in the following packets of information that represent the locations of " Z " individual objects or individuals within the location " x ".

z1(t),z2(t),z3(t),....,Zz(t)

There current state of the location " x " is therefore described by the exact location of each of the " Z " dimensions of information that represents the locations of various objects or individuals at a time " t ".

Suppose if the next observation occurs after an increment " dt " of time, the locations of the Z locations relative to the observer may or may not change by a distance " D ".

Depending on the measurement increment " dt ", the value of D could be high or low for any location " z " that is part of the Set Z representing the entire location " x ".

Let there be " N " possible ways that each piece of information " z " could change at the time " t + dt " , depending on the current state " t " and the respective locations of " z " at the current time " t ".

9.2 Illustration

If each one of the " N " possibilities that any variable " z0 " could change towards had a probability, then it could depend on the following metrics of information as a function of time:

The current location of " z0 " relative to the observer

The number of pieces of information (locations) that are surrounding the " object or individual " representing " z1 " - " n " . These could be visualized as the objects and individuals surrounding the location " z1 ".

In the analysis , the exact locations of the surroundings of the location " z0 " are given by " z1 " , " z2 ",....zn.

At the next increment of time " t + dt " where the observation of the locations could occur, the locations are then

z0(t+dt),z1(t+2dt),...,zn(t+(n+1)dt)

9.2.1 Forecasting the future

If the exact value is to be forecasted at the time " t ", the relative movement of all the (n+1) variables above would have to be forecasted based on the correlation of relative movement between the "objects and locations " that are represented by the locations.

In practical terms, the understanding of the relationship between the " objects and individuals " in the local cluster of "z0" will become crucial to estimating the " N " possible target locations for each of the (n+1) variables.

Thus for the target observation time " t+dt" there are (N*N) possibilities for the target " state " of the local geographical cluster (sub-location) defined as " x0 ". Since there are " M " different regions then there are (M * N * N) possibilities for the target state of the location " x " .

Furthermore, if any of the locations in each of the " M " regions are correlated with each other then it could increase or reduce the number of possibilities.

If there is no correlation between the locations then the states are (M * N * N)

If there is a correlation between the locations then the states are (K * M * N * N). Where " K " defines the total alignment coefficient that either reduces or increases the number of possible states.

For instance, if the entire location is centralized, the overall states could reduce because the movement patterns that occur from " t " to " t + dt " will be likely to repeat thus reducing the divergence in decision-making for any variable " z (t) " to shift into " z (t+ dt) "

9.3 Modeling based on movement

Suppose if the locations " z " represent individuals then, the shift in locations from z(t) to z (t+dt) could be made based on observing the attention metrics of the individuals. At any point in time " t ", an individual could always be traced to a target location.

Let there be " N " (individuals or objects) on an individual's mind and each of the " N " things are located at different locations. Then the most probable target destination of the individual is likely one of the possible " N " locations that is draining the most amount of attention in that time instant " t ".

Suppose if an observer estimates the entire possible path trajectories of any

individual M0 in his sub-location " x0 " at a time " t " then, he would have (N * N) possible trajectories for the time instant " t + dt ".

Therefore there are (N * N) states possible and the observer could choose the next desired state from the overall set and engineer the movement of the individual " M0 " to match the target state. This could be accomplished by observing the current locations of all individuals such as :

z0(t),z1(t),...,Zz(t)

The interaction time" dt " is not observed by the observer because the observations are instantaneous and occur at a time " t " and " t + dt ".

9.3.1 Application of external force

The observer could apply an external force to the location " x0 " such that the movement trajectory that is taken by each individual matches the desired or expected state.

The exact movement patterns both the individual and collective take during the interaction time " dt " will be the movement solution to the desired state. The external force that is applied interacts with every individual in the sub-location " x0 " thus providing a movement drag if the trajectory deviates from the expected movement solution set by the observer.

The movement drag could either be successful or not depending on the external force applied by the external observer, the inertial force that acts within the location to keep their current natural state of trajectory momentum, the conscious awareness of the individuals, etc.

10 The mechanics of the masculine timeline

Suppose an individual is born at a time t = 0

The lifespan of the individual is assumed to be T years, where the time of death T could be assumed to be a random number.

The duration of the time could be expressed in terms of conscious awareness where the individual observes the surroundings and understands the interaction keys.

The interaction keys could be described as the interaction rules or language that could be observed in the surroundings in various contexts:

General interaction

Individual to individual

Individual to family group

Individual to friend group

Individual to the enemy group

....

Ecosystem interaction

Individual to animal

Individual to plant

Individual to extraterrestrials

Individual to inter-dimensional beings

etc

10.1 The Accumulation of Mass

Suppose the individual consciousness starts gaining mass as the number of boundary conditions increases in the perception function of the individual.

As a consequence of this process, the number of interactions that could be

observed in the ecosystem increases specifically the number of dimensions of information that are interacting in the ecosystem could be observed.

The more information that could be observed implies more the individual has more boundary conditions in the perception function to observe the movement.

The accumulation of the boundary conditions increases the mass of the individual consciousness.

The more information or data that could be observed as interacting implies that more interactions could occur between the dimensions of information that are interacting.

This process of interacting with more dimensions of information in the ecosystem implies that the relative movement that is occurring in the ecosystem could be controlled by interacting with the dimensions of data.

This process of controlling the various dimensions of information in the ecosystem to ensure friction-free movement for the individual could be defined as way to propel the " m territory intents " and " n family tree intents " in the ecosystem

10.2 Accumulation of mass and the attention

If an individual consciousness accumulates more mass in the ecosystem, the movement of the individual will be aligned to alter the ecosystem according to the " m territory tree intents" and " n family tree " intents.

Suppose if there are " N " individuals in the ecosystem, then each individual is assumed to have their own " m territory tree intents " and " n family tree intents ".

Since the geographical boundary is assumed to be finite, some of these " m " and " n " intents could be contradictory depending on circumstances or domain of operation.

The consequence of the friction-free movement of one or more of these individuals implies that the conflicting " k " intents from the individual to various other individuals will have an impact on the other individuals.

The friction-free movement of the individual for " k " intents could have an impact on " x " other individuals such that their " K " intents which are contradictory to " k " intents in the ecosystem.

The movement that is occurring from the " x " individuals for the " K " intents will experience movement friction in a one-way shape or form.

The movement that was intended for " K " intents will start experiencing a kind of movement drag in the ecosystem. The movement drag impacts the attention vector of the individuals such that their attention at any given time " t " will experience frequent or constant redirection for their movement or in some cases they could experience a physical barrier in the boundary depending on their ability to counter the movement drag.

Therefore the movement that is occurring from the individual and " x " other opposing individuals.

10.3 Observing the movement drag

Suppose if there was a masculine consciousness that could observe the movement drag in the boundary defined by his conscious awareness. The geographical boundary of his domain is the limit of the surroundings that he could observe and interact with the surroundings.

Suppose the movement of various individuals could be determined to be the origin of a masculine, then he could have initiated various " M " and " N " conscious intents that originate from his " m " and " n " intents.

m territory tree intents branch off into a subset of various other territory intents that are being carried out by other individuals who had originally been aligned to the conscious intents of the masculine

The masculine has the original " m territory tree intents " and " n family tree intents " and if he is functioning as the observer of the movement drag for these intents then, the interaction occurs by various individual consciousnesses who are interacting in the boundary either through their territory intent tree or the family tree.

The process could then be defined through the movement of the various N individuals who could be called the interacting masculines or the sub-masculines.

Each of the sub-masculines could have a timeline that is defined by the movement that could occur in the boundary.

Therefore for any observing masculine, there could be " N " interacting masculines that have a probability of success based on the movement trajectory

If the movement trajectory is interrupted by various other drag forces for his

movement then the probability of success for each of the sub-masculine decreases.

Suppose the " N " sub-masculine then starts interacting with the individual that is the origin of the friction then they could use potential and kinetic energy to alter the movement of the individual.

10.4 Altering the movement through an external force

Furthermore, if the sub-masculines could collaborate and introduce a force "F" to alter the movement of the individual then, the individual could either absorb, transmute, or reflect the total energy F depending on his abilities.

In other cases, the individual could generate a force " g " to affect the movement of the " x " sub masculines or the one masculine such that their ability for movement is either made redundant or obstructed with various other techniques

The process further deflates the timeline of the interfering individual through the reduction in conscious awareness which is reflected as a reduction in the defined boundary for movement in the geographical region along with a reduction of potential energy accessible to their timeline.

This process then alters the probability of success from each of the " x " masculine timelines towards the success of the probability of individual A through the redirection of energy to prevent further interruption.

11 Situation Engineering in the timeline

Defining movement metrics in time

Defining the experience: t units of time

The perception of a defined experience: T units of time

11.1 Deviation in the defined experience

Suppose if there is a deviation in the defined experience then at a point along the duration of the experience, the perception of the experience will differ.

Let " D " be the amount of time after the experience has been initiated such that the experience will remain the same but will differ after this point

The duration of the differed experience will be (T - D) units.

This could either be triggered internally by the observing consciousness of the individual or the observing consciousness of the surrounding individuals. It could also be identified by the change in movement of the individual relative to the other individual.

11.2 Engineering the Deviation

Suppose the defined experience X was replaced by Y by an observer.

The goal for the observer is to observe experience X and replicate it (interact with it for a duration of t2 units) such the experience would be not identified as a different version Y of the expected experience .

11.2.1 Information engineering

The simulation of this process could occur with the following dimensions of information :

Let " N " be the total dimensions of information defined by the experience X

Let " N1 " be the total dimensions of information that the individual actually experiences where (N 1 is less than N)

For the observer to interact with the experience such that the individual cannot differentiate the experience from X to Y, he has to simulate or replicate the N1 dimensions of information that the individual experiences.

Since the N1 dimensions of information cannot be perceived by the observer because it is a unique function of the observing consciousness of the individual, it would not be able to approximate the value of "N1".

However the observing consciousness could observe the experience X that lasts for a duration of T units of time, the number of dimensions that the observer could observe and define be " N0 " dimensions of information.

For the observing consciousness to simulate the entire experience, an amount of " P " units of potential energy is converted into information which then alters the movement of the experience that is set into motion by all the interacting objects or individuals in the experience.

11.3 Illustration

Suppose the individual A interacted with another individual B for a duration of " t " units of time to initiate an experience " X "

Let the experience X include two other individuals B and C and the interaction is expected to last for a duration of T units.

Suppose the process starts at time t = 0,

The interaction to initiate the experience occurs at time t = t (for any reference point)

The experience starts at time t = 0, (When the experience starts the clock could be reset to 0)

If the individual is indeed experiencing X, then the experience ends at time t = T units

However, if the individual is experiencing Y, then the experience stops or ends anywhere between the time [t, D + (T-D)]

This implies that the experience is likely to end before T or after T depending on the values.

Thus the objective of the observing consciousness to replicate the process or the experience X for individual A involves the following step :

Simulate " N0 " dimensions of the experience X such as the perception or the observing consciousness of the individual A is unable to differentiate the experience between X and Y for the duration of " D " units.

11.4 The Conservation of Energy in the timeline of the individual A

Let the timeline of the individual be defined by the following parameters :

At time t-dt1

The individual was at location " x1"

The amount of time the individual stays at location " dt1"

At time t

The individual is at location " x2 "

The amount of time the individual stays at location " dt2"

At time t+dt2

The individual is expected to be at location " x3"

11.5 Situation engineering

Let " E " be the total amount of energy that is driving the movement of individual A in his timeline. (This includes kinetic and potential energy that is propelling his movement from one location to the next)

At the current time " t ",

The individual is expected to stay in the location "x2" for a duration of " dt2"

Let the clock start in this location at t = 0

Let the total amount of time spent by the individual A be defined as dt2 units

Let individual A request an experience X at time DT units after entering the location "x2 "

The experience starts at a time DT units and is expected to end at " T units "

Then the total time " dt2 " units could be discretized into three components :

DT units

T units

(dt2 - T - DT) units

11.5.1 Manipulation of the experience X by an observing consciousness Z

Suppose an observing consciousness could manipulate the experience requested by individual A from experience X to experience Y, then the replication of experience X has to occur through the manipulation of information with the parameters of the experience.

The Movement Equation

The parameters of the experience include individuals B and C. Suppose experience X has a specific relative movement pattern between individuals A, B, and C then the exact movement trajectory that occurs during the duration of T units of time is the pattern defined by the differential equation that describes the experience X.

The differential equation assumes the conservation of mass, energy, and momentum is conserved.

Let the observing consciousness " Z " have the intent to alter the experience of the individual "A ". This implies the intent is to change the movement pattern of experience X to the movement pattern of individual B.

However, since the observing consciousness is trying to simulate the exact movement defined by experience X but with a slightly different outcome then the criteria for the manipulation are as follows :

The relative movement patterns between individuals A, B, and C for both experiences X and Y should be similar during the defined duration of T units for the experience.

This means that variation in the movement patterns will define the objective intent of experience Y set by the observing consciousness.

The new differential equation will define the new relative movement for experience Y between individuals A, B, and C. This could be deduced from the original differential equation by adding one or more boundary conditions to the same equation where an additive force is added for the movement description. Then the movement equation should provide the same solution for experience X if the forces are nulled at the new boundary condition.

11.5.2 Illustration of the movement change

This also means that movement trajectory would be identical but not at all the points :

To illustrate for individuals A , B, or C, the discrete trajectory could follow a path along the duration of T units such as

Experience X: x1 to x2 to x3 to ..... to xn

Since the Experience Y is designed to replicate but not match Experience X,

Experience Y: x1 to x22 to x33 to ..... to xn

Where the trajectory at location points x2, x3 has been altered to x22, x33.

The purpose of the change in the experience will be defined at these specific trajectories. This implies that the outcome of the change in the experience will be defined by any action, external force, etc.

This further implies the overall goal of the change in the experience defined by individual A is to alter his original trajectory that is represented as :

No change in the Past

At time t-dt1,

The individual was at location " x1"

The amount of time the individual stays at location " dt1"

Changes occur in the timeline such as

At time t

The amount of time the individual stays at location " dt2"

The individual is at location " x2 " but the altered experience shifts his location to " x22 "

At time t+dt2

The individual is expected to be at location " x3" but the altered experience

shifts his location to " x33"

11.5.3 The Energy Interaction

The total amount of potential energy " P " units applied by the observing consciousness will be used to alter the action at location x2 or x3 with an external force to shift the locations.

Suppose if the total amount of energy carried by the original timeline of individual A is " E " units then this interacts with the potential energy " P " from the observing consciousness,

Depending on the magnitude of the forces during the interactions, the external force " P " successfully alters the trajectory or is redirected to a new location by the application of an incremental force " G ".

The force " G " then is directed towards another ongoing experience that will eventually alter the timeline trajectory of the targets.

if any target individual is interacting with " n " individuals in the surroundings, then it could alter the trajectory of any of these individuals to alter the trajectory of the target.

12 The Time Directive

Let the laws of creation be defined as a set of rules that continue the flow of creation, which has three types.

Enforcement of the Laws of Creation - Military - Ruling class

Observe the Laws of Creation - Civilian Class

Violating the Laws of Creation - Counterproductive class (necessary to stabilize each stage of the evolution)

The laws of Creation - The laws of Morality are the rules for existence in any location where there are multiple free-will trajectories for the ecosystem - Applied at every scale and dimension of existence

12.1 The time rules for the flow of the creation

purpose for time - the amount of time spent (per day, per week etc) pursuing genuine intent or intuition.

morality for time - the amount of time spent violating free will for a purpose.

Integrity for time

12.2 Points of observation

Perception of the self at time t - p

Perception of the surroundings at time t - q

Projection of the self to the surroundings - r

The deception in perception is the difference in intent that the individual has projected in his surroundings to hide his time value factor.

The integrity of the individual could be defined as the amount of time spent manipulating the perception of the individuals in the surroundings to continue hiding his time value factor - D units - Higher the value of D , lower the time value factor.

12.3 Individual and his surroundings

Interaction mechanics with an individual and his surroundings are defined as the exchange of time interaction such that the individual and his surroundings' survival and non-survival needs are met with equilibrium.

This could be deduced by observing the surroundings, specifically the interaction rules between other individuals in the surroundings.

Every individual or species as a whole could have a set of behavior patterns that define the communication language in the ecosystem.

For instance, if any species had prioritized a location such as water bodies for its survival needs, then disruption of its routine occurs for the following reasons :

Survival needs - interruption - Morality

Non-survival needs - interruption - Immorality if the purpose of the interaction is to cause an illusion or manipulation of intent

The species could use any of its biomarkers to communicate its usage of the territory by leaving its scent that carries a timestamp of its presence.

The laws of morality or survival would depend on the current ecosystem being observed.

Therefore, the purpose of the prime directive in this context would be to:

To limit interaction with any species or planet that has a low time value factor for survival needs.

To confront any species or planet that has a low time value factor for non-survival needs (In accordance with the third law of creation)

12.4 Inter-dimensional morality

If any individual or species chooses by free will to communicate with higher or lower-dimensional beings, then the laws of morality need to be observed in the communication mechanism.

If any communication is exchanged between two inter-dimensional entities, it should be evaluated for Morality, Purpose, and Integrity.

Since one of the species would always be in the masculine position (having

more information than the other), the interaction mechanics would always be biased, and discernment is required to differentiate between various kinds of extra-dimensional beings based on their free will interaction rules.

12.5 Time directive rules

Measurement of correlation between the free will interactions and the flow of creation surrounding the individual.

12.5.1 Illustration

Species X: Free will interaction measured in time

Let Individual A be the initiator of the interaction

Individual A - Individual B

Total amount of time shared together - X units

Deception of Intent - Total amount of time where there was an illusion of intent for the shared time from A to B - Y units

Deception of intent - Total amount of time where there was an illusion of intent for the shared time from B to A - Z units

Therefore the percentage of authenticity for the time of individual A - Time value factor for B from A - (X-Z)/ X

Therefore the percentage of authenticity for the time of individual A - Time value factor for A from B - (X-Y)/ X

12.6 Exceptions for Deception - Survival needs

Objective and Enforcement of prime directive for first contact

Observe randomly selected individuals without interaction for a period of T units across various territories in a planetary cluster to measure Time value factor.

12.7 Time value factor

family wise average

neighborhood wise average

Culture wise average

Nationwide average

Planet wise

Evaluate the score relative to the surroundings specifically based on the evolutionary trait of deception.

The application of deception has to be based on time morality (intended to preserve the laws of creation) which are intended to alter trajectories for survival.

12.8 Interaction rules of the Time directive

Observe, Destroy, and Prevent Conquest by deception strategies that do not align with the flow of creation which could be approximated with the collective time value factor.

Introduce creation trajectories (path forward for the species) in the planet suitable for first contact.

13 Timeline and Subjective Reality distortion

Let individual A be an observing consciousness and his timeline describes his trajectory starting from birth at t = 0 to the current movement " t " that could be described as the following :

Suppose if an individual is T years old, his lifetime could be described as the sum discrete amount of time spent in each of the " n " locations. At the current time " t ", he is assumed to be T years old.

Discretization

t = 0

location " x1 "

duration of time spent at " x1 " - " dt1 " units of time

t = t + dt1

location " x2 "

duration at " x2 " - dt2 " units of time

.....

t = t + dtn

location " xn "

duration at " xn " -

13.1 Splitting the objective metric

At each location, the duration of time " dt " is the only objective metric relative to the location and it has two components:

The geometric action over time could describe the projected intent

The true intent over time

While both of the projected intent and true intent could de discretized by the time factor to remove the deception element such as :

dt = DT + Dt

Where the " DT " - The amount of time taken for true intent

" Dt " - The amount of time taken for the deception element for the projected intent .

13.2 Interactions at Each location

Let individual A interact with the following individuals X,Y,Z in each location where they are assumed to be top three individuals they spend time with.

Self - Interacting with the self - (100-x-y-z)

Individual A - x %

Individual A - y %

Individual C - z %

Suppose the " Dt" amount of time in each location to project an intent such that a narrative of the individual A's trajectory is constructed. By definition this time is used for deception hence the information shared by the individual may or may not be true but the information is registered in the perception of X,Y and Z.

Therefore the perception of X,Y and Z towards individual A is based on a set of information that is true and false where some parts are expected to be true and some not. Specifically the information that is expected not to be true could be

The past trajectory locations

The amount of time spent in prior locations

The intent for that location

13.3 The narrative of the Timeline

Suppose the narrative is constructed for individual A simply by using " Dt " amount of time in each location, the purely constructed history of an individual at time " t " current time could be the summation of time spent for deception :

Dt_total = Dt1 + Dt2 + Dt3+.....+ Dtn

On the other hand the summation of the total time spend of the individual used for " True intent " could be

DT_total = DT1 + DT2 + DT3 +....+ DTn

At the current time " T " if the individual is T years old, the individual could be represented as the genuine self and the distorted self, both of which are described the time distribution DT_total and Dt_total.

While the true intent could not be altered in the objective reality, DT_total is not variable.

13.4 The Subjective narrative

On the other hand, Dt_total is a fabrication by definition particularly to the perception of other individuals, and therefore could be replaceable and amendable according to the situation in each interaction.

Therefore an Individual's time has two components :

Objective reality = DT_total which is K % of the total time T years.

Subjective reality = dT_total which is (100-K) % of the total time T years.

If the value of K is lesser than 50 , then the authenticity of the individual becomes questionable thus making the identity of the individual too variable.

There is also an implication that the individual's movement is too dependant on the perception of individuals X, Y and Z which implies that the movement of the individual is simply a function of the attention metrics of individuals X, Y, Z in the duration " dt ".

13.5 Distorting the narrative

Suppose if there are " n " discrete locations and there were (n * 3) individuals who define the narrative of Individual A's timeline, the validity of his subjective narrative to be visualized as the objective narrative depends on the amount of attention they provide to the false narrative.

In practical terms, if the movement of each individual X,Y or Z is distorted

after interacting with Individual A based on the deceptive subjective narrative, then their trajectory is diverted to an alternative trajectory which either improves or reduces their quality of life. If the quality of life is reduced over a duration of " P " units of time then potential energy could be assumed to be lost in the shift in the trajectory or vice versa. However this approximation should consider the possibility that all deceptive trajectory shifts occur with an initial spike in quality of life and a drop in overall quality of life over the long-term trajectory.

14 Timeline Frequency

Identifying the current frequency in any location

Let there be " N " individuals in the location

The movement of the " n " individuals has a driving energy force that is originating from another point of origin or location which has a set " m " territory and " n " intents

The observing consciousness could observe the movement of " N " individuals and determine the root cause intent of the movement.

There is always one masculine out of the " N " individuals that defines the frequency of the location because the flow of information for collective movement is being driven from the masculine through the movement vector field that defines the instinct for movement.

The combined movement in the location is an interaction which is a unified local subconscious information field that is aligned such that the movement vector that is driving the entire movement such that the root cause of the movement is accomplished.

The root cause of the collective movement is the overall intent that is defined as actions over a duration of time that is being driven by the energy source from another location

The observing consciousness could determine the masculine of the interaction by identifying the time distribution and sorting based on the time distribution and identifying the top three individuals. Let the observing consciousness spend the following :

Self - Interacting with the self - (100-x-y-z)

Individual A - x %

Individual A - y %

Individual C - z %

The mini intent or the geometric actions over the duration of time " x " , " y " or " z "

The attention of the individual could be traced as follows

Individuals outside the interaction

Locations outside the interaction

The intent is defined by the geometric actions defined over the variable (x, y, or z) depending on the individual - The effect on the observing consciousness which is either movement drag, movement stabilizer, or the movement propulsion towards the " m territory intents " and " n family tree intents "

Thus the observing consciousness could have a frequency that is defined by intents but each location the observing consciousness interacts with in the collective subconscious information field could have its own frequency relative to the frequency of the observing consciousness.

14.1 Timelines and altering frequencies

Each observing conscious could have a timeline that describes his trajectory starting from birth at t = 0 to the current movement " t " could be described as the following :

14.2 Discretization

t = 0

location " x1 "

duration at " x1 " - " dt1 " units of time

t = t + dt1

location " x2 "

duration at " x2 " - dt2 " units of time

.....

t = t + dtn

location " xn "

duration at " xn " -

14.3 The objective metric

At each location, the duration of time " dt " is the only objective metric relative that is associated with the location and it has two components :

The geometric action over time could describe the projected intent

The true intent over time.

While both the projected intent and true intent could be discretized by the time factor to remove the deception element such as :

dt = DT + Dt

Where the " DT " - The amount of time taken for true intent

" Dt " - The amount of time taken for the deception element for the projected intent at any current time " t ",

14.4 Movement and frequency

The above analysis could be used to determine the frequency of the timeline specifically the " m territory intents " and the " n family tree intents " by sorting the attention metrics of the individual according to the time distribution.

The attention metrics of the individual (observing consciousness) towards individuals X, Y, and,Z in the duration " Dt " and " Dt " could be identified and then sorting the location of each of the individuals as the source of the intent.

The exact intent for which the individuals X, Y, and, Z are located at various locations could be identified because the current intent of the individuals from the corresponding locations that are driving the current moment " t " in the current location could be identified. Specifically, this process drives the observing consciousness towards various other locations or sub-locations.

The frequency of the driving force that the individual is interacting with is either an energy-expanding or an energy-depleting frequency for any location.

The collective movement patterns that is occurring in any location describe its overall frequency.

The movement patters are directed from from movement vector field set by the observing masculines in the territory.

The exact intent (positive or negative) to enter any location could be defined by the observing consciousness however the observing consciousness could also diverted to enter locations by altering polarities.

The implication is that the observing consciousness could either absorb energy or deplete energy in any location depending on the frequency of the location.

The frequency of the observing consciousness determines the nature of the interactions along with the frequency of the locations.

14.5 Conscious Awareness and Frequency

Suppose Consciousness could be visualized an outline of a geometric shape that roughly resembles the geometric biological structure, then it could represent the visual nametag for the frequency of the individual.

The ability to control the frequency of the observing consciousness could grow with consciousness awareness.

If an individual consciousness has a set of " m territory tree intents " and " n family tree intents " then he could have the ability to use various frequencies to interact with the surroundings such that the intent could be accomplished.

The frequency of observing individual consciousness could be bound to a particular range of similar frequency implying that they could either be bound to absorb or provide energy.

The higher the frequency of the individual, the higher the control of the interaction by altering his frequency such that the frequency of any location could be navigated to drive his timeline towards a forward trajectory.

Depending on the exact frequency of any location established by the masculine, the observing consciousness could alter its frequency either to absorb or provide energy depending on his drive to forward his collection of intents.

15 State and frequency engineering

15.1 State changes in the Timeline

The timeline of individual A is defined in the current moment " t " in any location " x " as the following :

Let the number of states that are possible for the location " x " be " K " where the each state has a superposed location frequency defined by the movement of the individuals that are associated to the location via their attention.

Let there be " n " individuals in the location

Let there be " M " observers or masculines in the location

Location " x " of the individual could be defined with the external geometric boundary of the location.

15.2 Defining continuity between locations

Let the location " x " have N number of sub-locations such that it is defined by its own external geometric boundary of the location.

At any time " t " , the location of individual A is assumed to be located at any location " xi " . Where i = 1,2,...N

Let each sub-location " xi " have continuity to other sub-locations where it would be possible to travel between each sub-locations.

For example , x1 could have geometric continuity to x4,x7 etc.

Where x5 could have connectivity to x1 ,x7 , x10 etc.

The continuity from one sub location to another could depend strictly on the geometric configuration of each sub-location and how it is aligned with the overall location " x " .

15.3 The relationship between consciousness awareness and external boundaries

The location " x " is defined by its external geometric location by the observers. Therefore the external boundary limit of the observers is defined by the con-

scious awareness of the observer or the collective interaction of the observers. If the observers could collectively observe the universal set of " d " dimensions of information that are the compositions of the location " x " , the external boundary limit that is set by each observe is the limit of the scale and dimension of the location that he could observe.

The scale of each dimension of information is the limit of continuity that is available at any instant of time " t " for any one particular dimension or a subset of dimensions from the universal set " d ". In simple terms , the continuity of information available at any instant of time " t " where the origin of the information trail could be traced backwards several locations(where it came from) and where it is going (where the information is heading towards in terms of locations)

Suppose if the total amount of information(dimensions) that is available about any location is " d " dimensions then , the dimensional limit of each masculine is the percentage of information that he could observe from " d ". The higher the proportion , higher the conscious awareness of the individual and consequently the larger the external boundary of the location " x " that he could observe and interact with.

Suppose if the individual has access to all dimensions of information " d " then the connectivity from his current sub-location " xi " to any other sub location " xn " could be determined by examining every permutation and combination of every dimensions possible such that connectivity could be geometrically established.

Therefore the higher the awareness , the higher the connectivity that is available for the individual in his current location at time " t" .

15.4 Defining state of any location or sub location

State of any location where an individual is located could be defined as his relative movement with the location with respect to all the individuals or observers who are in relative movement with the same location .

At any instantanious point of time in the location, if there are " k " individuals at various locations then any individual " i " has the following format for his attention vector

individual i

Current State

current location - wi - Observer location

current location of individual 2 - w(i+1)

....

current location of individual k - wk

Target State

Expected next location - Wi - Observer location

Expected next location of individual 2 - W(i+1)

....

Expected next location of individual k - Wk

15.5 Attention vector and overall states

Therefore each individual " i " has (2*k) locations stored in the attention vector at any instant of time. This could be represented as a " k " arrows that are pointing from current location of each individual to the target location of each individual.

Since there " k " individuals , each individual has the same information matrix format however the location approximation of each individual " i " for the locations of other (k-1) individuals could vary depending on their conscious awareness. The higher the conscious awareness of the individual , the higher the location approximations are likely to be.

The directional vectors that are describing the locations of every individual " i " in any location could carry an energetic signature implying that energy is being transferred from the estimated current location to the target location.

15.5.1 Errors in directional perception

If an individual " i " approximates his own target location then he is likely to maximize his attention or energy transfers towards his target location. However if the individual " i " is approximating the target locations of any other random individual " i+1" , then his expected amount of energy transfer that is occurring from the assumed current location to the estimated target location could

vary from the true magnitude and direction of energy transfer that is occurring .

The perception any individual " i " towards his target location from his current location could be different from the perception of any other individual " i+1 " observing the movement trajectory of individual " i " because of the difference in conscious awareness.

15.6 Defining frequency from attention vectors

The expected state of any location at current time " t " is therefore the true distribution of energy transfer that is occurring from the true current locations of the " k " individuals and their true expected target locations.

Therefore the frequency of the location at any instant of time " t " is determined by the exact direction of the attention vector from each of the individuals directional movement . Suppose if there are six general directions that any individual's attention vector could point towards , then there is a total of (6*k) possible sub-locations in the location.

If each pi represents the sub-locations repeated in the overall location , then

The number of frequencies possible in that location is defined by the number of arrangements possible of the attention vectors of the " k " individuals given by

(6 k) !/ (p1 ! p2 ! ...)

Therefore the frequency of the state could be dimensionally reduced to a geometric arrangement of the attention vector from all the individuals in that location.

15.7 Location intent approximation from discrete space to continuous space integration

Suppose if the above geometric arrangement at each instant of time " t " could be integrated over a duration of T units where it could consist of " Z " distinct points of time . The larger the value of Z , the discrete arrangement of vectors will resemble a continuous form of the observation.

Thus the overall intent of any individual in a location could be approximated by maximizing the value of Z (observation instances) and approximating the exact locations where the individual's attention vector is pointed towards and sorting them by frequency. The higher the frequency of any target location

that is drawing energy from any individual's current location , the higher the probability of the individual resulting in that location .

The exact state (frequency) that the individual will result in the target location will depend on the intent that is driving the attention vector of the individual towards the location . Therefore the projected intent toward any location will serve as an pathway towards that target location .

15.7.1 The overall state of the location

The collective state or frequency of the location is the integrated overall result estimated from the resulting destinations and intent towards their target locations. Suppose in a probabilistic sense if each individual has three possibilities for his target location , then there are (k*3 !) overall possibilities for the target state .

If the expected overall states (k*3!) are the natural states of movement that is occurring in any location " x " , then situation engineering could be applied to the movement trajectory of various individuals at specific instants of time. If the attention vector of one or more individuals could be altered by applying an external force to cause movement drag such that the attention vector of the individuals could be diverted towards the external force causing the movement drag . This would then create a distortion in the overall integrated attention energy going towards the intended target location. This distortion then takes the form of attention distractions when initiated at any time " t " will divert his location from the target location " Xi " to " Xi+1 ".

15.7.2 Engineering the overall state of the location

Since the overall time distribution is altered with the application of the external force , the energy distribution that is producing the overall target (k*3 !) states will be altered . This consequence occurs because the change in direction vectors from the " k " individuals changes the frequency of any location. Therefore the new target states could change to (k_new *3 !)

However the process could be reverse engineered such that the (k_new * 3) could be deterministically chosen by any observer and the the external forces could be applied to any one or more of " k " individuals at one or more instances of time t,t+dt,....

This could allow for the precision control of the attention vector of each individual in the duration of time T units , thus enabling the target location of

each individual by forcing the state for each individual to enter the set of locations.

16 The Perception engineering by time

16.1 Illustration

Let the individual spend 6 hours per day consuming information on XY's platform.

The time distribution of the 6 hours of information consumption per day could be classified under the following categories for any individual consumer :

Number of series watched in 6 hours - 3

Number of episodes watched per series - 2

16.2 The Time Distribution of 6 hours as a whole

Let the streamed content be defined as one big movie of 6 hours of varying themes and characters.

Let there be N cut scenes with x number of individuals in each cut scene. Since each episode is made scene by scene anyway, this method of combined scene-by-scene analysis would not make a difference.

Let each cut scene have a random duration of T units with random x individuals per cut scene.

16.2.1 Scene-by-scene analysis by time

Transmission of positive emotions from one individual to another in one way, shape, or form - p % of the cut scene

Transmission of negative emotions from one individual to another in one way, shape, or form - q % of the cut scene

Sexualization from one individual to another in one way, shape, or form- r % of the cut-scenes

Self-sexualization of an individual in one way, shape, or form - s %

Manipulation of intent from one individual to another in one way, shape, or form - t %

The correlation between any individual's behavior and the content they are absorbing as information through various platforms could be established over a

duration of time.

The implication is that any actions or intents that are observed repeatedly reduces the response or reaction rate from the individuals. This could create some sort of desensitization that in theory could be engineered by design.

16.3 Analytics of Human Content Consumption

If an individual's behavior could be analyzed based on the above metrics, the personality and behavior types of each individual or group could be deduced.

In any family structure in any territory, the interaction keys are passed down hierarchically from generation to generation.

" m " territory intents

Interaction keys for friend groups

Interaction keys for employment circles

....

" n" family tree intents

Interaction keys for family circles

Interaction keys for reproductive circles

The interaction keys could describe specifically the time distribution that needs to be spent with any individual depending on the defined group.

Specifically in the context of deception, trust,purpose ,morality etc, the interaction keys could vary for various situations depending on the " m " or " n " intents.

Sometimes the interaction keys could vary or contradict but the individual chooses the right key according to the situation.

16.4 The manipulation strategy

If there was a need to engineer behavior practices such as breaking up of family clusters to reduce the transmission of time morality from interaction keys, this

could be established by altering the interaction keys that are associated with the " m territory tree " and " n family tree " intents.

The interaction keys of each individual and surroundings are passed down genetically in the growth cycle where the individual spends a percentage of time with various groups such as friends, family, and territory leaders.

16.5 Perception engineering by desensitization

The perception engineering mechanism could be used to rewire the perception of an individual towards his " m territory intents " and " n family tree intents " that define his interaction keys by the following method:

Identify the comfort level of each individual with respect to time morality (the amount of free will violation that an individual is comfortable with) based on the information he consumes on the platform.

Identify the genres of interest for the individual, such as comedy, action, etc.

Create content by infusing the desired genres with incrementally engineered immoral behavior strategically placed over a longer duration of time T units, which is commonly called a cut scene.

Thus, an entertainment tool that could serve the purpose of altering perceptions.

16.6 Illustration

Sexualization of motherhood

This has a contradiction for the purpose of reproduction because the attention gaining mechanism from sexual organ display that is associated with a mating call is engineered for the glorification associated with motherhood. This could create a new " sexual intent " that is associated with sexual attraction that is explicitly correlated with motherhood.

The purpose of sexuality could be associated with a mating call while the purpose of motherhood is to raise offspring in the growth cycle.

This cross contaminates the interaction keys for sexual preferences which could be observed in the data analysis of any kind of pornography consumption.

Casual sexual habits that go beyond the purpose of reproduction

Let the process of reproduction take " G " units of time where an offspring is created.

Casual sexual habits may or may not lead to reproduction but " H " units of time is spent on the intent.

For any union, an average time distribution is defined as (G+H) units.

The time and energy that is used for " H " units could be measured and the cost-benefit analysis could be expressed in terms of value.

Attention energy flows between the individuals and the purpose could be evaluated based on the individual's goals.

The maximization of time and energy spent for " H " units of time could engineered through repeated observation of similar situations in entertainment.

17 Creating parallel timelines

Let the timeline of an individual A be described as the following sequence of information :

At time t-1

location - " x1 "

duration of time spent in location " x1 " - " dt1 "

number of individuals that individual A has interacted with in the location " x1 " - n1

total number of individuals in the location - " N1 "

At time t

location - " x2 "

duration of time spent in location " x2 " - " dt2 "

number of individuals that individual A has interacted with in the location " x2 " - n2

total number of individuals in the location - " N2 "

17.1 The information that is relevant to the timeline of individual A

The number of individuals in the area - N

The associated family tree of individual A that is x % of N

The associate territory tree of individual A that is y % of N

The average time distribution of each member of the territory and the family tree - Essentially their own timeline has to be analyzed in the exact same format as individual A.

The number of individuals influencing the trajectory of individual A either through direct contact (n individuals) or indirect contact (N-n individuals)

Individual A is assumed to interact with " n " individuals based on his exact preferences for movement at any given time " t ". These could be described by the exact pieces of information that the individual has his attention to in any given location. This is because these pieces of information will affect the trajectory of his next destination and could be broadly classified for the perception of individual A as :

Primary attention metrics - objects, individuals, locations, etc

Secondary attention metrics - objects, individuals, locations, etc

The assumption is that if an individual is in any location, then the driving purpose of his movement in that location is determined by one or more combinations that are occupying the primary or secondary attention metrics of his consciousness.

The attention metrics are a function of any individual's " m territory intents " and " n family intents ". Individuals could either have conscious awareness of the intents or not depending on various factors.

17.2 The Perception of movement for individual A

Suppose if individual A is at current time " t " at location " x ".

Let's assume that the individual has shifted locations " Z " a number of times, then the perception of the individual could be described by summing the following :

Primary and secondary metrics at location one

Primary and secondary metrics at location two

...

Primary and secondary metrics at location Z

Therefore the perception of individual A towards his movement could be a narrative of what is holding the attention of the individual and why.

Let the total number of things in the attention vector of the individual be described as " A" (Includes everything in the primary and secondary metrics of the individuals)

17.3 The mathematical interpretation of the narrative of the perception

Suppose if each location has an order with which the attention vector of individual A is occupied that could be described as the percentage of his concentration (attention energy) such as :

object or individual one - 60 %

object or individual two- 20 %

....

object or individual A (final object) - 5 %

Therefore if an individual has a finite amount of energy for his concentration at each location, and there are " A " things in the surroundings (location) that his triggering his attention, then it could be sorted based on which individual component is driving most of his attention.

The reason that this occurs is because the objects or individuals that provide the highest probability of continuity for his forward movement are highlighted by his attention vector.

The " m territory tree intents " and the " n family tree intents " that any individual is a part of, will be drawn instinctually towards the objects or individuals that is correlated towards his life movement.

17.4 The narrative of the perception

The mathematical representation of A objects in each location, along with the number of locations " Z " in the current time " t " could be defined as " A * Z " in total.

This could therefore form a matrix of A columns and Z rows. The narrative for the perception is simply the diagonals of the matrix that describe the " object or individual " that had occupied most of his attention in each location. This consequently also implies that individual A spends a proportional amount of time with the cause.

The assumption is that the object or individual that occupies the maximum of individual A's attention is driving the movement of the individual from one location to another with the momentum that is driven from his " m territory tree intents " and " n family tree intents ".

17.5 Changing the narrative of the perception

Suppose if individual A wanted to alter his narrative of his trajectory then the matrix " A * Z " could be used to assume or hypothesize another time distribution regardless of the objective reality which is represented by the diagonal.

Suppose if the diagonal in the matrix that represents the individual's motive in each location along his trajectory is considered subjective, then the timeline of individual A could be described through various other possibilities.

If a random object or individual (out of A possible things) from each location could be assumed as the driving factor, then the new possibility of cause and effect for movement that is represented in the timeline would divert the narrative of the perception of individual A.

The number of possible ways that the narrative could be represented is given by P(A, Z) = A!/(A-Z)!

Since the overall time spent in each location does not change, any of the possibilities represented by P (A, Z) could be used as an alternative to replace the objective reality.

17.6 Integrating deception

If an individual had integrated deception into the timeline, this implies that the average time spent in any location has two components

The average time in each location " dt " could be decomposed as :

dt = DT + Dt

DT = time spent for genuine intent

Dt = time spent for deceptive intent

Under the assumption of deception, the number of narratives for the timeline of individual A could be P (A, Z).

This process provides individual A with the flexibility of altering the narrative for his timeline according to the circumstances at any time " t " at any location.

17.7 Forced narrative change and situation engineering

Suppose at each location " x ", if there are one or more individuals who could apply an external force to the attention vector of the individual such that a forced interaction could occur and the attention vector of the individual could be fixated to the engineered situation.

This creates an imprint such that the flexibility of choosing the narrative for individual A is reduced because attention energy is diverted into an interaction that has a narrative predetermined by the external force.

Thus the possibility of choice for the attention vector of the individual is reduced in the interaction for a random duration of time T units that has been engineered by the external force.

If an individual's timeline had been intercepted and influenced at various locations throughout his trajectory then,

if " P " locations had been intercepted and with an interaction of " T units " each with a fixed narrative from the external force then a new narrative could be projected into the timeline of individual A.

Thus the narrative or the perception of individual A could be engineered by various other individuals through a combination of perception, deception, and attention engineering.

18 Observing the territory tree of a timeline

Let the timeline of an individual A be defined by the following discrete format :

Past (time t - dt1)

location - " x1 "

time spent in location - " dt1 " units

Total number of individuals in the location " x1 " - N1

The number of individuals interacting with individual A - " n1 "

Present (time t)

location - " x2 "

time spent in location - " dt2 " units

Total number of individuals in the location " x2 " - N2

The number of individuals interacting with individual A - " n2 "

Future(time t + dt2)

Expected location - " x3 "

Expected time spent in location - " dt3 " units

Expected Total number of individuals in the location " x3 " - N3

Expected number of individuals interacting with individual A - " n3 "

The above representation of the timeline describes the timeline of an individual such that an individual visits a location at a certain time, spends a duration of time in the location, and then leaves for the next, location. The individual may or may not interact with the individuals in the surroundings.

18.1 Defining an observer for the timeline

Let there be an observer O such that he could observe the timeline of the individual in real-time such that the information present in the above format could be observed.

Let the observation occur at a time " t ", this implies that the past " t -dt1 " must be deterministic. However the information in the future time " t + dt2" becomes stochastic.

The information from the past could be observed from any available method but the information for the future will need to be forecasted, the higher the number of variables that need to be forecasted, the lower the accuracy.

18.2 Motive of the observer

Let the observer have the ability to interact with the information in the timeline. If the observer could observe the timeline of individual A through the following format :

18.2.1 Current time " t "

Number of possibilities for the past - " 1 "

(this is because the current location at time " t " is the result of the action taken at time " t -dt1" and every other possibility becomes redundant)

Number of possibilities for the future - " S "

The number of possibilities for the future is forecasted and represented as " S " where the information stored is S as follows :

Possibility one

Expected location - " x3 "

Expected time spent in location - " dt3 " units

Expected Total number of individuals in the location " x3 " - N3

Expected number of individuals interacting with individual A - " n3 "

Possibility two

Expected location - " x31 "

Expected time spent in location - " dt31 " units

Expected Total number of individuals in the location " x31 " - N31

Expected number of individuals interacting with individual A - " n31 "

....

Possibility "S"

Expected location - " x3s "

Expected time spent in location - " dt3s " units

Expected Total number of individuals in the location " x3s " - N3s

Expected number of individuals interacting with individual A - " n3s "

18.3 Interaction of the observer

Let the observer have the ability to interact with the states at current time " t " and the past " t-dt1".

This is because the observer could interact knowing any action did occur and could interact to change it in the past or he could interact with the current time " t " to influence current action.

The State of the Observer and Individual A

If the observer applies an external force to the timeline of individual A, this force acts on the surrounding individuals that are in the vicinity of individual A. This then creates obstacles or diversions for the movement of individual A such that the overall state of the location changes.

If the location changes, then the state of the observer and the timeline changes because they are both observing and interacting with the location based on its current state.

Interaction in the current State A

The observer observers the timeline movement of individual A

The observers interact with the timeline movement of individual A by application of an external force.

18.3.1 Interaction in the present

If the application of external force is applied at a time " t ", the overall state that describes the relationship between the observer and individual A does not change. The amount of force that could be needed to alter this change of the trajectory at time " t " is limited to movement energy which is minimal. This is because the amount of information changes in the surroundings of an individual would be negligible. Specifically, the change in the geometric arrangement that describes the relationship between individual A and the surroundings would be minimal.

18.3.2 Interaction in the past

However If the application of external force is applied at a time " t -dt1", the overall state that describes the relationship between the observer and individual A changes.

The amount of force that could be needed to alter this change of the trajectory at a time " t -dt1" would be significantly large and it would be a high amount of creative potential energy.

This is because of the amount of information that changes in the surroundings would be significantly higher specifically if the number of locations that change their states as a result of this interaction from the observer would be higher. The change in the geometric arrangement that describes the relationship between individual A and the surroundings would be maximum.

18.4 Interaction of multiple observers

Let there be " X " observers of the timeline of individual A.

Let the total dimensions of information that the timeline of individual A is observing and interacting with be " d " dimensions. Since the superposed perspective of individual A is not available to the observers they assume " x" dimensions of information for the driving force of movement of individual A.

Let each of the " X " observers identify a set of " x " dimensions of information that the individual A is correlated to the surroundings.

Therefore each of the " X " observers applies an external force that acts on

the " x " dimensions that individual A is interacting with. The " x " could be similar or potentially different depending on the choice made by each observer.

18.5 The reaction/response of individual A

If individual A observes the the external force and applies an external force to either reflect, transmute or divert the external force applied by one or more of the observers then this force applied by individual A could be further observed by the observers.

The purpose of the feedback observation is to determine more information that could be gained about the timeline of individual A thus consequently providing more information about individual A specifically the " d " dimensions of information that describe the relationship between individual A and his surroundings.

18.6 Frequency of the timeline

The frequency of an individual's timeline could be determined by observing his time distribution in the surroundings. If an individual is interacting with " n" individuals in the surroundings, the time distribution between the individuals could be used for the following analysis:

Time spent for " m territory intents "

Time spent for " n family tree intents "

Time spent on survival needs

Time spent on reproductive needs

Time spent on nonsurvival needs

Time spent on deception

Based on the above information if several individuals are observed interacting with an individual A common factor or the intersecting " intents " from all of them could be identified through the use of various metrics such as:

The behavior habits

Feeding habits

Sexual habits

Nutritional habits

Location trajectory habits

etc.

Once geometric actions have been identified between individuals who have a high distribution of similar time, the timeline could be studied further back by tracing the habits backward in time so that a common ancestor could be found to explicitly identify the source of the territory or family tree intent that could hold clues about the " d " dimensions of information that the observers are seeking.

18.7 Energy and frequency

The frequency of the individual describes to the movement of the individual with respect to the surroundings specifically the observation and interaction that occurs.

If the movement of the individual is assumed to become faster when he is in the vicinity of the source of the energy for his " m territory " and " n family tree " intents that essentially holds the " d " dimensions of information. The frequency of the individual could raise when he is closer to various other individuals with a similar frequency.

This could occur when individual A is in an interaction with other individuals with similar intents thus raising the movement energy of the individuals.

If the potential energy from the individuals is raised it gets converted to kinetic energy in the interaction that results in the creation of location trajectories that result from the interaction. The location trajectories are possible pathways through which the trajectory of the individuals could expand outward. This occurs as a natural law of synchronicity or alignment with the individuals in the same frequency.

18.8 The Interruption of the observers

This interaction that occurs when two or more individuals are aligned in any interaction could produce location trajectories that could be contradictory to

the existing timeline set by the masculine observers.

If the " X " observers had restricted the location trajectories, then if the locations that are being created is contradiction to their intent of observation, they could interfere either in the present time " t " or the past " t - dt1 "

If these interactions could be forecasted then external forces can be introduced to minimize the interaction of these individuals who have the same frequency as those intents such that they produce any contradictory location trajectories.

18.9 Identification of the contradictory intent by the observers.

If the source of such contradictory " m territory " and " n family trees " intents are identified then they could in theory interact with the source location or sub-locations of the origin of these intents.

Every individual has a territory and family tree that he is a part of which originates at various locations throughout the territory and in various sublocations they might interact thus creating an intersection of the superposed timeline from the location. The higher the number of individuals with contradictory intents, the stronger the opposition to the timelines set by the observers.

In that scenario, any individual with a contradictory timeline could alter the state of one or more locations.

This could occur as a natural consequence of the amount of time he spends interacting with various individuals with similar frequencies thus creating location trajectories for the timelines that are contradictory.

18.10 Response / Reaction factor of individual A to such external forces from the observers

The awareness factor of individual A across various dimensions that describe each timeline including the observers could be used to respond in each interaction such that the trajectory of individual A continues indefinitely.

In theory, what this means is that the reaction or response of individual A could be described based on the amount of conscious awareness the individual has about the dimensions of information that are driving the movement in the particular interaction including from the external force by the observers.

This conscious awareness of various individuals in any b interaction could be described as follows :

0 -30 % - the "d " dimension of information - Nonplayer characters

30 % - 50 % - the "d " dimension of information - basic level characters

50 % of the "d " dimension of information - non-masculine

75 % of d- Restricted limit of awareness set for the individuals by the observers.

80 % of d- sub masculine

100 % of d - Masculine prime

Most individuals in any location are kept in a state by the observers with 50 - 75 % conscious awareness about the " d " dimensions of information interacting with their timeline. This is because the maximum creative potential is produced by this group and the state of the location is kept such that the energy is diverted to the masculine prime who are the observers.

On the other hand, the individuals who are kept in a state by the observers with 30 - 50 % conscious awareness about the " d " dimensions of information interacting with their timeline serve as a labor class for various tasks in the location.

19 Movement drag

19.1 Discretizations of the timeline into locations

t = 0

location " x1 "

duration at " x1 " - " dt1 " units of time

t = t + dt1

location " x2 "

duration at " x2 " - dt1 " units of time

.....

t = t + dtn

location " xn "

duration at " xn " -

Suppose current time " t " is defined with a location " x "

Where the individual is expected to spend a " dt " amount of time in the location.

19.1.1 Discretizations of a location into sub-locations

The trajectory within the location " x " could be further discretized into various sub-locations:

At sub-location " x1 " , the amount of time spent " dt1 " at time t = dt1

At sub- location " x2 " , the amount of time spent " dt2 " at time t = dt1+dt2

...

At sub-location " xn ", the amount of time spent " dtn" at time t = (dt1+dt2+..dtn)

Where after a total time duration spent " dt = dt1 + dt2 +dt3 +...dtn " the various sub-locations at the trajectory is a sequence of locations defined by

x1,x2, x3,..,xn.

19.1.2 Decomposition of time spent in sub-locations

Each sub-location such as x1, x2, ..,xn could be further expressed in time such as the following illustration for x1:

dt1 = Dt1 + DT1

Where

DT1 is used for the true intent

Dt1 is used for the projection of intent

19.2 Frequency and conscious awareness

Let the frequency of movement be defined by the locations that is driving the attention vector of each individual.

Suppose if an individual who is at a sub-location x1 at the current time "t" could have his attention vector on one or more individuals or objects that are associated with various other sub-locations such as x3,x7.

Then the frequency of the individual in sub-location x1 is correlated to the movement that is occurring at locations x3,x7, or both because the individual's movement is being drawn or directed toward the locations indirectly through his attention vector associated with the objects or individual.

Let there be " d " dimensions of information that are associated with the locations x3, and x7 that could be observed in the location x1.

The percentage of information that the individual could observe out of " d " dimensions describes his conscious awareness of his current movement. The higher the amount of information that he could perceive , the faster the individual could plot his trajectory .

Let the frequency of the individual's movement be defined by his ability to plot trajectories for his forward movement. The higher the amount of information he could observe the faster the trajectory could be determined.

Therefore increasing the frequency of movement implies increasing the con-

scious awareness specifically the number of dimensions of information that the individual could observe and interact with in the surroundings.

Suppose if an individual is observing and interacting with " D " dimensions of information limited by his conscious awareness defined by his perception then his frequency could be finely tuned to attach to these exact amount of variables like the number of strings he controls for movement in the objective reality.

19.3 Movement drag or resistance to the trajectory of an individual

Suppose if the objective reality (geometrical) is the collective movement of " N " individuals , where each individual is observing and interacting with their unique " d " dimensions of information in the location , then any joint interaction has the following format :

The value of d would be a unique set of information pieces that the individual is correlated to in one way shape or form.

" x " dimensions of information that they have in common where mutual communication occurs with this information.

Then there are (d-x) dimensions of information that is unique to each individual such that he could observe and interact with these variables that is unknown to the other individuals. This could be assumed to a secret communication channel that he could use without alerting the other individuals in the joint interaction.

These variables serve a hidden communication channel with which he could communicate with the objective reality including the movement of other individuals. In theory , he could observe, alter or stop the movement trajectory of any of the other individuals.

The other individuals could have no perception of these (d-x) pieces of information then it serves a way to observe and the interact with other individuals to affect their movement with experiencing inertia from the kinetic energy of the other individual's movement .

Illustration

Suppose if an individual A tries to alter the movement of another , then the energy that is allowing the movement of the individual B would interact with individual Ain one way shape or form. In general terms , individual B could start an interaction with individual A to react or respond to his interruption.

However if individual B is unable to determine the cause of the interruption as A , then individual B is free any reaction or response from B. Therefore the hidden dimensions of observation could be beneficial to create the movement drag. Individual A most likely will assume the movement drag is random or divert his reaction to any other source.

19.4 Energy for movement

Suppose the purpose of any individual is described by his movement from one location to another based on his m territory tree and n family tree intents that serve as a kind of energy source for his life movement.

If an individual is in movement then , he carries potential and kinetic energy . If another individual affects his movement then it creates a kind of drag for his movement.

Then the energy (potential and kinetic) of the individual whose movement is affected will be directed towards the individual who is interacting to altering his movement. This reaction force serves as an inertial force from the affected individual towards the interfering individual.

However the inertial force carries the perception of the individual being affected . This implies that if the perception of the individual whose movement is affected could not observe or interact with the (d-x) dimensions of information then the force will be directed towards another target rather than the true cause.

19.5 Assumed cause for the interruption

The target will then use the best approximate guess for the cause of the movement drag which is usually not the origin but someone whose location could be a reasonable estimate for the cause of the originating interruption. In most cases this could be the point of contact in the interruption.

Let " Z " be the total dimensions of information in the objective reality where Z is a growing number at every point of time " t " . This is because with every piece or dimension of information created , an exponential growth of combinational data could be used for observation and interaction in the objective reality.

Let " x " be the dimension or pieces of information that is common in the interaction

Each individual could have his unique (d-x) dimensions of interaction that he could observe and interact without being detected or being affected by the inertia from the movement of the other individuals then , the frequency of the individual could be correlated to the total amount of information that they could observe and interact with as a whole.

At any instantaneous point in time " t " , the individual could have his attention on " d " dimensions of information that is accessible to him and that could correlate to the overall frequency of that location. This is because the attention of the individual is diverting energy to those dimensions of information. If there are " N " individuals in the location then the collective attention energy at any time " t " is given by the dimensions of information from the collective set given by (d1-x), (d2 -x),...(dn-x).

19.6 Illustration

Suppose if individual A is introduced in an interaction at location" X " and there are " N " individuals.

" x " is the common dimension of information in the interaction that observation and interaction occurs in the location " X "

let d1 be the total dimensions of information that individual one could interact with , then there are (d1 - x) dimensions of information that individual one could interact with without being detected in the location " X "

The information that could observed such as " x " dimensions of information in the interaction allows the interruption to be blocked or diverted through inertial forces.

19.6.1 The interruption procedure

Suppose if individual one is in movement in the location " X " and he could interact with only " x " dimensions of information.

Let each one of the " N-1 " individuals introduce movement drag to the movement of individual one, then each one could observe and interact with the movement of individual A without being interrupted (detected) by inertial forces in their respective dimensions (d2-x), (d3 -x),...(dn-x).

Then the total dimensions of the information that could interfere with the movement of individual one could be defined by the sum of interacting dimensions.

z = (d2+...+ dn - [n-1]*d)

However, if an individual could observe the " z " dimensions of information while or before they could interact then it could interrupted or responded with inertial forces from the life movement of individual one.

19.6.2 Individual one as the masculine

If individual one could be defined as the masculine then could have the highest capacity to observe and interact with the surroundings which implies that he could observe and interact with entire set of dimensional information available defined by d = [d1,d2,...,dn]

Since the conscious awareness of the individual one is assumed to be maximum , he could perceive all the interactions in the location " X ".

For any other individual A , depending on the amount of dimensions that they could observe and interact with , their conscious awareness could be defined by dA / d. The ratio defines the proportion of the objective reality he could observe through information.

The higher the value , higher the conscious awareness and consequently higher the frequency.

The reason for the higher frequency of movement is because of the fact that he is able to observe all the expected interruption in the location and thus plot his trajectory to avoid any or all interruptions.

Individual one could then choose not to interact in those dimensions at which point there will be a mismatch in the frequency of the interacting variables in the location with respect to the other individuals.

19.7 Energy flow through dimensional channels

Suppose the individuals in the location apply external forces to interact with individual one then energy will flow from the z dimensional channels towards the individual one.

If individual one chooses not interact with the z dimensional channels because he could observe then , then energy that is flowing through these channels could either be

Redirected to various other dimensional channels

Reflected back to the source through the same dimensions

20 Momentum and attention at any given moment

Let there be a defined boundary with " n " individuals in the boundary

Let there be " x " masculines in the boundary

The assumption here is that the masculines have a higher conscious control over the boundary. The implication is that the masculines could control the movement in the boundary to a higher capacity.

If the masculines have an intent for the boundary then the implication is that all the " n " individuals are aligned to that intent. This is reflected in their movement throughout the territory. For instance, the law of the land dictates movement with specific rules in the territory.

The reflection of this process alignment could be represented through the movement of the " n " individuals relative to each other such that the intent set by the masculine is the target boundary.

Let there be an individual A in the boundary such that his intent opposes the intent set by the masculines in the boundary. Therefore the movement of the individual opposes or contradicts the movement of the (n-1) individuals.

Suppose the conscious intents of the masculines have initiated the movement of the (n-1) individuals by a combination of potential and kinetic energy.

Let the total amount of force that is driving the movement in the boundary be F units which could be represented as a vector with a magnitude and direction. The nature of the force is such that it could be split as the following :

F1 - Acting on individual 1

...

Fn - Acting on individual n

Depending on each individual's location, the magnitude of each of the independent components of the force varies depending on the magnitude and the direction.

20.1 Collective intent for movement

Suppose if the collective conscious intent of the masculines implies a specific kind of movement from each of the " n " individuals, then the initiation process is as follows :

Let the origin in the boundary be defined as the location where conscious intent in the boundary is created.

At the time of the conscious intent creation t = 0, each of the individuals is located at a random location " x " relative to the boundary.

Once the conscious intent is created, the force F acts on each of the " n " individuals such their location is altered from " x " to " y ".

The magnitude of the force F that is split to act on each individual depends on how much force is required to shift the location of each individual from " x " to " y ".

The longer the distance, the higher the magnitude that is required to initiate the conscious intent.

Once the locations of each of the " n " individuals is altered to " y ", momentum starts to take shape for the stable movement of " n " individuals relative to each other.

This process then could be defined where the initialization of the conscious intent takes effect when all the " n " individuals are at the location " y ".

The total amount of force that is available is first diverted to establish the initialization of the location of the " n " individuals.

20.2 Opposing movement

Suppose if individual A has a conscious intent that is contradictory then the movement trajectory of individual A in the boundary does not match and the location of the Individual is likely to be at " x ".

Let G be the force that is driving the movement of individual A through his conscious intent that initiates his location at " x ". The interaction of the forces " G " and " F " could occur for a duration of time T units such that the location of individual A could fluctuate between " x " and " y " until one of the forces loses the potential energy and the momentum of the driving force never initiates if the magnitude of G is larger than F.

20.2.1 Energy

Energy is required to restart the trajectory by adding more and more forces from the collective conscious intents from the masculines that drain their energy.

The decline of supply either time or resources through the interaction of forces in the location will alter the trajectory thus resulting in timeline changes because the reactions will alter the scale and dimension of observation for the movement.

This further requires the extraction of more potential energy because to observe and interact in the location with more varying parameters on a sequential basis to alter the movement would require a sequential depletion of available free energy.

The interaction of forces from the exchange of energy has a cause and effect on the larger movement scale over territory especially where the redistribution of energy could occur in the boundary.

The Time karmic laws could have a direct impact on the energy flow because the movement is triggered by the energy distribution which drives the movement. The movement alters the geometry either directly or indirectly through geometric action.

The energy could be drawn from the territory which could include other people and may have a cause and effect on their movement as a result of the energy loss.

21 Inter-dimensional Interaction mechanics

Suppose if there are two individuals A and B that interact in a location " x "

Let the duration of the interaction be defined as T units which could discretized as various segments such as :

T = T1 + T2 + ...Tn

The variable " T " is split into various segments of time such that a small amount of time is used to describe various specific intents.

21.1 Illustration

T1 - Intent 1 which originates from individual A has the following metrics :

Primary attention-consuming factor: Object or individual

Secondary attention-consuming factor: Object or individual

Both the above metrics have a response rate from each of the individuals that could be summarized as follows :

Changes in the movement of individual A during T1 units of time occur when the attention vector is fixated on intent 1 through his primary or secondary attention-consuming factors.

Changes in movement of individual B

This could be further understood as an individual has a frequency or movement pattern at current state t = 0, and the frequency or the movement pattern that occurs at state t = T1

The change in frequency or the movement pattern could be further described as the interaction keys in the interaction.

The interaction keys describe the means through which the individual interacts with other individuals that are based on his observation of information through the primary and secondary attention-consuming metrics.

The attention-consuming metrics are essentially information that the individual interacts with and the manner in which it could be understood is through establishing the correlation between the right information and the movement that occurs in the interaction between each individual.

The movement that occurs as a result of the attention vector of the individuals being on various information could be thought of as a response or a reaction to the information.

The information in the attention field of the interaction could also be described as the local subconscious information field where specific locations are highlighted as a potential possibility for forward movement if the attention vector is fixated on the specific information.

21.2 Attention vector and movement

In theory, if the attention vector of consciousness from any individual is on information in his surroundings then the next location of the individual could describe his forward trajectory that is chosen based on the available possibilities for his next movement

21.3 The art of manipulation

Identify the movement trajectories based on observation of his responses or reactions when his attention vector could be under various categories of objectives In a literal context, this could imply cataloging all the various associations of the attention vector of the individual to different kinds of information.

The associations could be established through geographical locations such as if the attention vector is at food, then possible destinations are location X , location Y, etc based on his observed movement behavior.

If enough information about the individual is obtained through various sources of data collection, the information itself could be used to engineer the trajectory of the individual.

21.4 Illustration

The observation of information in the surroundings could be defined through the perception function of the individual where each boundary condition is a specific kind of information that describes the movement as a function of a set of information being observed via the attention vector.

In summary, there could be a movement occurring in the ecosystem or interaction and there could be " d " dimensions of information in the interaction where a specific amount of energy is going from each individual towards the "

d ” pieces of information that are driving his movement.

To specifically identify which pieces of information ” x ” out of the ” d ”in the interaction are causing the movement, it has to be identified with the exact boundary condition of perception that identifies the correlation between movement and various classes of information that are driving the movement.

21.5 Rotational observation

The best match could be automatically understood by the perception function of consciousness where observation of the movement associated with each or combination of pieces of information is driving movement could be isolated and identified.

If there are ” d ” pieces of information available then all permutation and combinations of information could be analyzed through a procedure called rotational observation of movement through various boundary conditions available for the perception function.

The conscious awareness of an individual could be directly correlated to the number of ways in which an individual could relative movement.

Mathematically the effect of a piece or combination of information pieces on the movement could be observed through a unique combination.

If there are ” d ” pieces of information available and ” x ” pieces are information are driving movement then dCx = d!/(d-x)!x! would be the number of boundary conditions that the perception function needs to have to perform a rotational observation.

21.6 Information and Trajectory

Target - Individual A

The trajectory of individual A is as follows :

Information about individual A could obtained via the time distribution of observed or interaction behavior from any smartphone such as :

Survival needs

The probable destinations when the individual needs money (work destina-

tion or location)

The probable destinations when the individual needs food or water (restaurant/market destination or locations)

.....

Non Survival needs

The probable destinations when there are additional resources such as cash (leisure spots such as a spa, movies at various locations)

The above matrix could be summarized as the following :

Objects/Individuals: These are triggers that could be used to divert the movement of the individual to location Z or similar based on the observed data above.

The specific combination of information contains the frequency at which the individual ends in a particular location when the individual's attention is on various metrics such as particular kinds of food, various kinds of feelings, etc.

21.7 The intent of the individual A for his movement

The movement trajectory of individual A

t = 0

location X

The pieces of information that is driving the movement from X to Y

primary attention-consuming metric

secondary attention-consuming metric

t = T1

location Y

21.8 The intent of individual X to alter the movement trajectory of any other individual

This process could be accomplished by forcing various elements or pieces of information into the primary and the secondary attention vector of the target individual by the application of an external force therefore the intent of the individual changes via the movement of an individual by literally altering his trajectory.

The external force that is applied could bind or distract the attention vector of the individual away from his intended trajectory.

21.9 The interpretations of movement

The movement that occurs could either be a true intent which means the movement is precise.

or

The movement could include various actions that include an additional time factor of " dt " units of time that could be assumed to be called projected intent.

If an individual is interacting with an another then, then he could either be interacting with his true or projected intent.

The action and reaction to the geometrically projected intent of any individual could be a distraction or an engineered deception in one way shape or form.

21.10 Mechanics of reaction

The action and reaction to the true intent which could be expressed through various kinds of geometric action over time could only be genuine or illusion free if the right pieces of information are observed through the primary and secondary attention metrics of the individuals

Observing and reacting to the true intent allows for the law of minimal action to be maintained to conserve time and energy.

21.11 Projected intent engineering

Suppose in any interaction if an individual reacts to the projected intent that occurred over a duration " dt ", this process assumes a cause and effect that is not true thus entering a rabbit hole of deceptive information that will drain as much time and energy as possible until the interaction stops.

As a result of this time and energy drain, the attention vector of the individual is altered based on the current circumstances that is likely to alter his trajectory which may or may not be favorable.

21.12 The language of geometry

The true intent is the language of geometry which does not consider the deceptive element of intent communication which is rotted in projected intent.

The language of geometry is simply the true intent movement mechanics that traces the attention of various individuals through a series of factors and then forms continuity between various observations of the geometrical intents in the boundary of the observer.

The perceptional aspect of the movement observation which differentiate the projected intent from the true intent is defined by various boundary conditions that is available through the " m territory intents " and " n family tree intents " that are available.

The interaction key to this is the separation of the deception element that occurs in movement over a period of T units of time and severing the deception component " dt " from T. Therefore the true intent is defined by actions that occurred over the time " T- dt ".

21.13 Resources for projected intent

The "dt" units of time require time and energy to engineer, thus the larger the projected intent time " dt ", the larger the engineering required over a boundary.

Depending on the perception that is required , the true intent could be engineered by varying the duration " dt "that needs to be added in an interaction.

The period of time " dt " introduces discontinuity of information in the collective perception of the interaction.

The diversification of information occurs such that cause and effect that is defined by various geometric or movement changes that occurs in the boundary becomes harder to identify by introducing confusion into the collective perception.

Consequently, an observer who has the intent to isolate the deception time " dt " in an interaction will require more time to observe all the possibilities of movement and information correlated to the movement. The more complex the deception , the more closer to rotational observation is required by the perception.

21.14 The superposed perception function

The weights of each boundary condition that is present in the perception function of any individual consciousness is proportional is a function of his " m territory intents " and " n family tree intents " that driver his intents.

21.15 Correlation to territory

For example in the surrounding area where the average deception time " dt " is higher, the boundary conditions in " m and n " intents of the individual's perception could be explicitly defined to observe the metrics (information) that are correlated to observe deceptive movement specifically the difference between projected intent and the true intent.

The average deception rate that is assumed in any surroundings could be assumed to be an evolutionary interaction key that is embedded to the boundary conditions of the observation and the interaction mechanics of any individual that is attached to his perception function.

21.16 Superposed state of perception

Suppose an individual has " n " boundary conditions that are attached to his perception of the surroundings at any time "t", the superposed state of all the boundary conditions that could be superposed such that the relative movement in the surroundings could be observed and an estimation of intent could be made could define his superposed state of perception which is a function of time.

21.17 Conscious awareness of perception

Suppose the individual had the conscious awareness or access to control the boundary conditions of his own perception function, then he could, in theory, alter the weights that the superposed perception function could be observed, add or subtract various boundary conditions from other perception variables (other individuals).

This process changes the importance given to certain kinds of information in the surroundings to observe relative movement in the surroundings based on circumstance.

The shift in consciousness occurs such that it alters the attention vector of the individual to identify cause and effect correlations of the relative movement that is being observed in the surroundings.

21.18 Copying boundary conditions

The ability to observe movement through various other individuals' perceptions (or consciousness) in theory could be established by temporarily copying the boundary condition of an individual's primary superposed perception function through various methods.

22 The War for Time

Let there be a location " X " . The definition of time in this location could be defined as the discrete change in the state of the location " X " from one state to the next.

Let each state have a set of trajectories to go from one state to the next.

22.1 The variables to consider could be the following

The number of trajectories :

Trajectories to return any of the previous state - " k"

Trajectories to a new state that has not been in any of the old states- " K "

The optimal path of each trajectory

The change in potential energy of the state -

The change in kinetic energy of the state -

22.2 Change of state

Suppose the change of state could be defined as the following :

State A

In accordance with the laws of conservation, the equilibrium of the state could be assumed with static analysis when the boundary is defined with the outer boundary of the location.

Let there be " D " pieces of information that describe the current state in its entirety

Let there be " d " pieces of information that any individual could observe and interact with depending on his conscious awareness. This could also be assumed to be the limit of his perception.

Then the boundary conditions to be defined for state B are defined by observing the " d " pieces of information and altering " x " pieces of information

out of the " d " pieces of information.

The number of changes that define the transition from the current state to the new state x %

The higher the value of " x ", the higher the amount of potential that will be converted to kinetic energy to alter the information in the current state.

22.3 Measurement in time

Let the current state A be measured at time " t = 0 ". The measurement that occurs at t = 0 is the following variables :

" d "

" x "

Let the target state B be assumed to occur at time " t = T "

Therefore the duration of time T units is used to alter " x " pieces of information in the state.

22.4 Measurement metrics

The measurement is assumed to be made by the observers of the state at the location " X ". In theory, every individual conscious entity that exists in that location could observe the state and set the measurement metrics " x " and " d ".

However, each individual conscious entity is defined by his conscious awareness which describes his ability to observe, interact, and experience his surroundings.

The surroundings in this context could be simplified to other conscious entities in the location " X ".

Let there are be " N " conscious entities in the location " X ".

Suppose if each individual conscious entity could exist in their sublocations within " X " such as X1, X2,...Xn

The sub-locations are defined by the conscious awareness of each individual conscious entity specifically the limit of their ability to observe, interact, and experience the surroundings.

The limit is then defined as:

x1,d1 for individual one

....

xn,dn for individual N

If each individual is observing the current state A of their sub-locations at the current time " t " and defining x and d, they define their next target state B.

Individual one observes x1,d1 at time t, and the change of state is expected to occur at T1.

....

Individual N observes x1,d1 at time t, and the change of state is expected to occur at Tn.

Where the time variables T1, T2...Tn are dependent on the individual definitions defined by their conscious awareness. The time factor also depends on the change of state variables defined such as change in energy, trajectories available, etc.

22.5 Interaction of the masculine with the sub-masculines during the change of states

Let there be an individual A in the location " X " who could access all the information which essentially means he could observe " D " pieces of information about the state of " X ". Individual A is assumed to be a second-order observer.

The " N " individuals are assumed to be the observers of their own sub-territory who could have their own " x " pieces of information that they expect to change for the target state for their sub-locations.

Let individual A have the intent to go from the current state A to the target state B by altering " x " pieces of information available.

Let " T " units of time be required to change the state from " A" to " B "

Let there be " n " trajectories to go from current state A to target state B.

To minimize the value of time " T " , the optimal trajectory is chosen .

22.5.1 Sub Masculines

Since the location " X " is assumed to have " N " sublocations X1, X2,...etc that are being observed and interacted with various sub-masculines.

If " x " pieces of information are chosen by individual A for change, then it could be contradictory to the pieces of information " x1", " x2",..." xn "etc. for the change to their next target state.

In summary, individual A could alter " x " pieces of information in the location as a whole including the sub-locations of various other individuals.

22.6 Opposition to the masculine intent

Let all the sub-masculines oppose the changes set by the individual A, then the sub-masculines with introduce " y " pieces of information for the change of state to their respective territories.

The purpose of this new proportion of information to be altered is to oppose the change set by the masculine.

22.6.1 Change in time distribution

This could be then be discretized in terms of time as :

Individual one observes x, x1,d1 at time t, and the change of state is expected to occur at T1+dt1.

....

Individual N observes x,x1,d1 at time t, and the change of state is expected to occur at Tn + dtn.

Where dt1,dt2,...dtn is explicitly used for opposing the change in state information in their respective sub-locations.

This creates a delay for the optimal path for individual A where he is choosing

the trajectories that offer minimum interaction with the sub-masculine.

The total time spent by each sub-masculine opposing the change of state from individual A is defined by interruption time D = dt1 +...dtn

The intent of each sub-masculine would be to maximize the total time " D " because the higher the time individual A spends interacting with the opposing forces of the sub-masculine, the more time is deviated away from the intended trajectory of individual A.

Consequently the more amount of energy " G " is drained by the sub-masculines during the course correction.

As a result of this total external force " F " that is applied over the duration of D units of time will increase the total time from T units to (T + DT) units required by individual A to change the state of " X " from A to B.

Where DT units of time is used by individual A to deviate away from the optimal path that could require " G " of additional energy.

22.7 Weaponizing movement drag for energy extraction

In general, draining the energy of any individual along his movement trajectory with an opposing force could be weaponized for energy extraction.

The mechanism of the process would remain the same where movement is obstructed until an amount of energy is used to steer from the original trajectory towards the destination.

To illustrate

Individual A has an optimal trajectory to get from Point X to Point Y

The ideal path requires " T " units of time

Individual B is relocated to provide an obstruction for the optimal path of Individual A

This forces individual A to spend an amount of additional energy " G " units to get point Y.

The energy G units could either be directly or indirectly absorbed by individual B either in the form of attention, resources, or time.

This could be especially true for parasitic individuals who can only survive by force-consuming energy because they would have no purpose in the ecosystem and thus unable to harvest energy naturally to interact with the ecosystem.

22.8 Sub-masculine opposing the changes set by the masculine

The time " dt " is used by each sub-masculine to oppose the changes set by the masculine in case of opposition.

Suppose if the overall changes in the information set by the masculine be x % of the total information in the overall Location

Then for each sub-masculine z % of changes in information are implied his sub-location. Specifically the proportion of x % from the overall location.

For the masculine

Total information available - " d "

Changes in the information requested by the masculine for changing state from A to B

x % of total information changes out of " d " pieces of information available in the location X

For the sub-masculine

Total information available - " di "

Changes in the information requested by the sub-masculine for changing state from A to B

xi % of total information changes out of " di " pieces of information available in the location X

z % of "x" pieces of information changes are requested in the location " Xi" of the sub-masculine

Therefore the changes in the information requested by the masculine and sub-masculine for the change of state from A to B could either :

Align

Misaligned

Non intersect

If there is misalignment, this could result in the opposing force from the sub-masculine to the masculine that takes a duration of " dt " units

22.9 The nature of misalignment

The changes in the information for the shift from State A to State B could be defined as the following :

There are " N " individuals in the location " X " who are in movement . The movement describes the overall frequency of the location that describes its state.

There are " Ni " individuals in each sub-location " Xi " who are in movement . The movement describes the frequency of each sub-location " " Xi " that is superposed into the overall state of the location " X ".

The change in information that is required for the change of state is the change in movement trajectory that needs to occur relative to each other.

This implies that the relative movement in each sub-location needs to occur to accommodate the changes

22.10 The contradiction in movement information

The opposing pieces of information that occur between the masculine and the sub-masculine occur in each sub-location where the relative movement structure is misaligned in the command structure.

Since the command structure is defined by the magnitude of potential energy making the changes, the changes set by the masculine will override the relative movement by the application of potential energy.

The sub-masculine then introduces movement drag such that the movement that is defined by the masculine for the change of state in the sublocation intersects with " Ni " individuals such that the movement is slowed through a drag force " F " that either diverts or alters the trajectory for a duration of " dt " units.

The masculine then introduces another incremental force " G " unit for the

course correction in the movement trajectory which is the source of the additional time " Dt " in each location.

22.11 The change of state by the masculine

Let there be an individual in location " X " such that his conscious awareness exceeds every piece of information of the state.

The reason it is assumed to exceed every piece of information in the state is that information is constantly being created in any location. Since most of the individuals are assumed to make the observation at a static state, the growth of information is assumed to stop when the observation is made.

However to account for the growth of information that is constantly occurring, the variable " d " is assumed to be growing.

22.12 Dynamic Masculine and Static Masculine

Suppose if the entire boundary of the location" X " is made static to observe all the information in the state, the masculine could absorb all the information in the state (This could be visualized as freezing time itself and observing every piece of information in the frozen time block of the location " X ".)

The individuals that could absorb all the information over a location " X " could be called as the static masculine of the state.

However, the masculines are assumed to be in the location " X " or any random location outside of " X ". If the masculines are observing the information then energy is being used for a kind of movement which is essentially the process of observation and analysis of information.

The movement of the observer occurs either within the location or outside of it.

22.12.1 Second order observation

Let there be another individual A located in a location " Y " that could observe the location " X " and the change in states that occurs with respect to all the interacting entities with the location "X".

In the above case, Individual A could observe the increase in information "

D " that is occurring as a result of observation of the masculines towards the location "X".

Thus even though all the information in the location " X " could be made static, the increase in information still occurs because of the movement of the masculines during the process of observation of the masculines.

This dynamic increase in information as a result of all the interacting individuals with the location " X " either directly or indirectly could be observed by a second-order observer.

The individuals who interact with the location " X " based on the accuracy of information based on the dynamic change in information resulting from the first-order masculines are called second-order masculines.

22.13 The Energy Distribution in the location X

Let there be " N " individuals in the location with their sub-locations of domain. Their domain is therefore defined by the conscious awareness of the individual specifically it is assumed that the individual could observe the entirety of information " d " in the location as a static observer.

Let each one of the individuals have the ability to alter the state of their sub-locations by altering x % of the information in their sub-locations.

Potential energy is required to alter the information in the sub-location because the current state is a flow of information that is being propelled by kinetic energy to keep its momentum of continuity.

To alter the x % of the information in the sub-location, potential energy is required from the individuals themselves.

If the potential energy is not sufficient to alter the information then it could be observed from the surrounding individuals by aligning their intent towards the desired sub-locations. This creates a joint interaction of individuals where their combined energy could be used to alter the information in various sub-locations x1,x2,...xN.

The ability to generate natural potential energy through the location itself is a function of the territory and the assumption is that the more aligned with the ecosystem the individual is for the change of states, the more energy will be directed through the individual from the territory. Therefore the " x " pieces of information that is introduced as the change for the next state will determine the amount of energy that an individual could harvest from the territory itself.

22.13.1 Energy harvesting for change of state

If the x % of information that is expected to change for the next state does not align with the territory then the individual could harvest or extract it from other individuals in the location " X ".

Energy could in theory could also be harvested by engineering consent through interactions designed for unconscious awareness.

In general, if any interaction takes " t " units of time with conscious awareness of intent then an interaction with an unconscious awareness of intent takes " t + dt " where " dt " is the amount of time used for deception such that a projection of intent is created to hide the true intent of interaction.

23 Mechanics of trajectory manipulation

Suppose if the current time " t " for any individual A could be defined as an information matrix that contains the relative locations of all the individuals in the surroundings.

The cause and effect of the relative locations at time t is defined by the perception function that could be imagined as a function such that all the input are the locations of all the individuals that the individual is currently communicating with relative to the location of the individual A.

The perception function then provides an output such that the intent of every individual is printed out. The output is calculated by the following methods of boundary condition adjustment.

The output is of the form such that :

If there are three individuals in the surroundings B, C, D . Then the following information matrix could be defined as :

23.1 The intent of A towards B,C,D - Deterministic

The intent of B towards A, C ,D - Stochastic - " x " number of possibilities depending on the correlation of the information assumed for the movement

The intent of C towards A, B ,D- Stochastic - " y " number of possibilities depending on the correlation of the information assumed for the movement

"Therefore the perception function of individual A spits out x*y number of possibilities for his current perception at the given time " t ".

This provides the experience of stochastic movement for the individual who is setting up his trajectory or his timeline.

Therefore any instant " t " , there are " m * n " possible timelines that could exist for the individual's trajectory .

The pathway of the individual could be assumed to be based on his choice of " m territorial " and " n family tree " intents . While the trajectory of the individual could in theory become stochastic

23.2 Manipulation of the trajectory

manipulation of information to alter timelines based on the perception that could be provided as a possibility then the individual assumes the projected intent as a possibility for his decision-making, then the attention vector of the individual chooses the best fit (optimal path) based on the exact combination of (x * y) at any given time " t " .

The trajectory of any observing individual could be defined as a function of the information that describes the exact relative movement at a time " t " .

Suppose if the intent that is stored in the individual's assumption that he uses to plot his trajectory at every instant of time " t " could be altered in any interaction such as the following method.

Suppose at time t = 0, the individual is in interaction with " n" number of individuals then, the assumption of those individuals' intent by the perception function of individuals who have an intent

The amount of variables or information that is required for the stabilization of an individual's information matrix for the functioning of the perception function.

The process of evolution could be defined as the increase in conscious awareness such that the number of stochastic possibilities for the estimation of intent through the relative location reduces.

The process of evolution or ascension through awareness could be mathematically be described as applying the limit to the equation at every instant of time t , such that n = x * y .

In equation form

Lim n tends to 0, n

The above equation where n = x y ....., each variable (x,yz) describes the stochastic intents of each individual at any given time t .

The amount of variables to factor in for the equation is determined by the attention vector of the individual that is exchanging movement information with the attention vector of various individuals.

The variability or stochasticity arises because the attention vector individual A determines the direction for forward movement depending on the response from B , C and D such that each direction available for each of the individuals is the number of possibilities that are represented by x,y, and z from individual

B,C and D.

The observation of the exact directions or locations that are being observed could occur from each current movement at a time " t ", or it could be observed over a duration of T units.

The observation made over a duration could determine the intent of each individual such that the exact inpact of the individual's movement is represented as a timeline over the defined boundary of observation.

Since the defined boundary is represented mathematically as the number of dimensions that are being observed such that the exact variables that are defining the movement of any individual could be determined.

In any defined boundary, if there are " n " individuals who are in movement and there is interaction of all of these movements such that it could be represented as an interaction of various trajectors.

Suppose if the trajectory of individual A ,B and C intersect at various locations such as " X ", then their interactions in location X could be represented as the interaction that occurs between the individuals that last for a duration of " dt " units of time.

However, the time variable of each individual (represented directionally from the perception function through the linearity of the observing consciousness) becomes less reliable because if the observing consciousness could in theory alter their locations such as past or present such that the information matrix changes.

Suppose if the movement of the individual is represented through their timeline as objective reality where an amount of time spent "dt " at any random location " X " , then the information matrix that defines the perception of the individual becomes a function of these locations and the amount of time that is spent in each location.

23.3 Information exchange

Suppose if the interaction mentioned above results in an exchange of information such that if any of the continuity breaking points that are defined by locations and the amount of time spent there then the cause and effect on the deterministic intent are forced to change.

This is because the perception function is an interaction measuring function between the deterministic intent of individual A and the stochastic intents of various " n " individuals in the surroundings.

Once the deterministic components of the perception breaks , the relative intent that describes the relative movement at any time " t " between individual A and other individuals changes.

This implies that the narrative of the timeline movement that has occurred till the current time t, such that the information matrix describes an entire set of realities that are now defined by p*q.

Where

The intent of A towards B, C, D - Deterministic -¿ to a set of stochastic possibilities " z " which stabilizes over time depending on the attention vector of the surrounding individuals rather than the self. This could be a defense mechanism that is naturally associated with the territory tree of individuals and the family tree of individuals. Since the family trees are genetically or geometrically similar to each other, the best guess is approximated by the perception function based on the attention vector of the surrounding individuals.

The intent of B towards A, C ,D - Stochastic - " p" number of possibilities depending on the correlation of the information assumed for the movement

The intent of C towards A, B ,D- Stochastic - " q " number of possibilities depending on the correlation of the information assumed for the movement

The readjustment that occurs could be defined as the change in a quantum state of the current location " X " from (x*y) to (p q z) .

Since the perception function could no longer associate the geometric shapes that are interacting with relative objective and subjective movements, the default behavior could be to copy the the deterministic state that is best defined by the interacting individuals based on geometric similarity. This could occur through various groups that share " m " and " n " intents in the location.

23.4 The narrative of the timeline

The movements that are associated with " m " and " n " intents relative to the ecosystem define the narrative.

If the " m " and " n " intents are defined by the continuity of this information that allows the observation of time flow directionally then this process breaks continuity. This causes the superposed perception function to readjust the information matrix such that the new set of stochastic intents and deterministic intents is represented through an alternate perception function Pnew(t

)

23.5 The resistance to perception change

Suppose if there is a forced change of perception function P(t) in the relative locations stored in the consciousness .

The intents that interpret the following change of state are defined by the interpretation of the intents at any given time "t =0 " at any given location " X "

The perception function defines the relationship between the geographical locations and the interpretation of the relative locations for its own movement trajectory which is defined by the attention vector of consciousness.

The intent matrix of the individual consciousness and the relative locations of other individual consciousness could be defined by the following :

The intent of A towards B, C ,D - Deterministic

The intent of B towards A, C ,D - Stochastic - " x " number of possibilities depending on the correlation of the information assumed for the movement

The intent of C towards A, B ,D- Stochastic - " y " number of possibilities depending on the correlation of the information assumed for the movement

"Therefore the perception function of individual A spits out x*y number of possibilities for his current perception at the given time " t ".

Suppose if there is a forced change of the interpretation of the intents in the surroundings then it could occur by the following mechanism.

The deterministic intents of the individuals are correlated with the boundary conditions that the individual has stored in the perception function.

Suppose that each perception function creates or adds another boundary condition into the perception based on observing information for his relative movement that is defined by his own " m territory tree intents " and the " n " family tree intents.

Therefore the change in perception could occur when individual A has a trajectory set in a defined boundary based on his interpretation of the (x*y) possibilities of realities or states possible which is defined by the intents of B and C.

Suppose if the trajectory of movement in a defined finite boundary for each individual could occur with the following statistics :

" k " independent trajectories for A, B, and C where k is a function of various factors in the defined boundary such as the " m " and " n " intents of each individual B and C.

There could be " K" trajectories for A,B, and C that could intersect with various possibilities of trajectories between them.

This implies there could be " k " trajectories that do not intersect at all for the independent movement of A, Band C. Where the value of " k " could be unique for the "' m " and " n " intents of the individual.

This implies there could be " K " trajectories that have one form of intersection between the movement of A, B, and C. Where the value of " K " could be the same because this would be a collection of trajectories possible with at least one individual between each other in the set of trajectories. In other words, if any trajectory has one intersection with the trajectory of the other individual then it could be counted in this set.

23.6 Forecasting the trajectories

The individual A, B and C are assumed to be at a location " X " at time t = 0

The individuals are expected to reach location " Y " at time t = dt

The assumption is that all three individuals are expected to reach the same destination, however, the state of the location " Y " varies based on each individual's expectation of the state based on the " m " and " n " intents of the individuals.

The geometrical representation of this process could be defined as the exact trajectory that each individual takes in the location " X " such the resulting state in the location " Y " for each individual could have a correlation with the trajectory taken by each individual at location " X ".

23.7 The possible trajectories

The current state of the individual at location " X " is therefore a duration of time from t = 0 to t = dt.

Each of these individuals could either take a trajectory from " k " where there is no intersection with the other trajectories.

or

Each of the individuals could either take a trajectory from " K " where there is an expected intersection with one of the other trajectories.

If the total number of trajectories could be sorted as a set based on intersection possible or not then k would be the complement of K.

The trajectory chosen that is expected to last for a duration of " dt " units interacts with the boundary such the attention vector of the individual could be sorted based on survival, non-survival, and reproductive needs.

23.8 The time distribution

Suppose if the time distribution of the individual A, B, and C could be "dt" . Where the duration " dt " could be similar or completely independent.

The time " dt " for each individual could be split where they are assumed to be in movement as :

x % of the time, the attention vector of the individual on survival needs (such as food, and water)

y % of the time, the attention vector of the individual on nonsurvival needs (such as cars, motorcycles, etc)

z % of the time, the attention vector of the individual on reproductive needs (opposite sex, anything that triggers sexual instinct)

Therefore the time distribution of each individual is likely to vary based on his " m " and " n " intents which makes his trajectory unique in the time dimension.

23.9 Trajectory control

Suppose if one or more of the individuals could, in theory, control the trajectory of the individual such that the movement that starts at location " Y " for each individual could affect the state of location" Y ", then the engineering process

could be achieved as follows :

At each intersection that could also be at the entry of location " X " at t = 0 where all three individuals are assumed to intersect from the last location before starting their trajectory in the location " X " that is expected to last for their own expected duration of " dt " units.

If the next incremental step could be forecasted based on an individual's " m " and " n " intent or could also be done by observing the attention vector of the individual at any instant of time " t " . This could in theory be used to deduce the number of individuals or pieces of information or data that each individual has their attention on. This information could then be used to deduce the next incremental trajectory of the individual.

If the intent of any of the individuals is to alter or control the trajectory of the other then the individual could then use his attention vector to continually estimate the attention driving metrics of the individual through various kinds of surveillance information.

23.10 Engineering the timeline

The more amount of time and energy that is drained by the forecasting of information for the process, the more amount of time and energy is required from the surrounding individuals. This could also be a function of the computational capacity that is estimating the next incremental time step based on probability.

If the probability could then be estimated, an individual could in theory engineer the time distribution of the attention vector of the target individual.

This process could be reverse-engineered such that the location at every discrete time step could be engineered such that the individual follows that location trajectory as close to the engineered path as much as possible.

If the trajectory of all the individuals could be engineered by one of the individuals, then by definition he could estimate the exact state of the location " Y" based on the predicted intents of all individuals that reach the destination.

This reduces the probability of stochasticity of the target location " Y " thus the trajectory after reaching the location " Y " could be estimated at t = dt, and consequently, the process could continue from location to location.

Suppose if the trajectory in each location is assumed to be the leadership, then the amount of energy that the leader is assuming to predict the forward movement through time and energy from his followers could be evaluated by :

The impact on the location itself to maintain power by the masculine individual

The impact on the individuals who are supplying the time and energy for the goal of keeping the leader in power

In another context, the leader could apply external forces such as the attention vector of the individual could be forced towards the desired time distribution, however, if this force does not have the intended desired impact, this energy is either absorbed, transmuted, or mirrored to alter the source individual's trajectory in the current location.

24 Inertia force ”23” in the Timeline

Suppose if there was an individual in the boundary that a conscious intent that is contradictory to the the collective conscious intent set by the ” x ” masculines in the territory

The trajectory of the individual starts experiencing movement drag in the boundary that is from the collective force F that is acting on the attention vector of the individual.

The magnitude of the force is defined by the number of individuals in Earth Territory that are currently driving the collective intents through their movement.

24.1 Breakdown of the process

The observer's consciousness of the masculines that are affecting the trajectory of the individual by observing the following information about the interference :

The current location ” x ” of the individual.

The current state of the location ” x ”.

These metrics allow to determine the direction in which the information flow occurs in the the defined boundary.

This is because of the exact movement trajectory taken by every individual (particularly the masculine) in the boundary relative to the sub-masculines and consequently the non-masculines.

This process could occur simultaneously following the creation of any conscious intent in the location ” x ”.

The inertial force that is measured by the force ” F ” that could applied at various checkpoints that could alter the attention vector of the individual along its trajectory.

24.2 The application of the force

Suppose the original masculines in the territory that had created the conscious intent in the territory had a consciousness particularly the superposed per-

ception function P(t) which is a function of various boundary conditions that correlates various kinds of data to the relative movement in the boundary.

Let the contradictory conscious intent by individual A be generated at time t = 0 in the following illustration.

24.2.1 The Timeline of Individual A

Past

t = -dt

location " x"

duration of stay = dt units

Number of individuals in the interaction = "P"

Present

t = 0

location "y"

duration of stay = dt units

Number of individuals in the interaction = " Q"

Future

t = dt

location " z"

duration of stay = dt units

Number of individuals in the interaction = " R"

24.3 The masculine consciousness

Assuming the collective conscious intent of the masculines was created any time before t = 0 that is driving the movement of the individuals in that location.

Let the conscious intent be created at t = 0

The force " F " is created at time t = 0, which starts to interact with the individual A and the number of individuals in each location " x "

The magnitude of the force F is a function of the number of individuals that are enforcing the collective conscious intent at t = 0

The force interacts with individual A through the decision-making (information flow) hierarchy structure of the masculine through various sub-masculines, sub-masculines to the various non-masculines, etc.

Let " N " be the number of individuals who have aligned their movement toward the collective conscious intent.

The total amount of time, resources, and energy of the " N " individuals could be harvested towards the creation of the force " F " to interact with individual A.

The application of the force " F " at various locations affects the attention vector of individual A such that his trajectory is interrupted or diverted.

The determination or the computation of the exact intent to align with the " N " individuals so they could intercept individual A could occur by observation of the data or the information of the timeline of individual A.

Suppose if the timelines of each of the " N " individuals in the surroundings could be further analyzed for information such that the right individuals could be engineered to intercept the timeline of individual A.

The analysis could be simplified by observing the time distribution of individual A in each location along his timeline such the most likely individuals that could alter his timeline could be identified.

24.4 The Observation process

Let the process of observation occur over a duration of T units if done through surveillance (either technological or personal).

Under the surveillance heavily environment specialized military-grade applications could in theory be developed for that particular purpose.

24.5 Observation Using Technological Surveillance

The location and time stamp of individual A could be traced such as the various locations that the individual has visited along his timeline, the amount of time that he has spent in that location, the individuals that he has interacted with, the attention metrics that drives his interactions such as survival needs, non-survival needs or reproductive instincts, etc.

24.6 Extended proximity analysis

The proximity estimation of individual A where an overall database search could be used to match various other individuals who were or are at the same location as individual A at the same time.

The process of observation then creates a nested loop of information where the complete location-time history of all individuals interacting in a location could be determined.

This process could require significant computational power since the entire database search had to be made using various algorithms that is designed to check the storage information specifically in various data centers that were used for this coordinated analysis specifically if information from all data centers were temporarily merged for collective analysis.

25 The effect of Time Karma on the state of a location

Suppose if an individual is located at location " x at time " t ".

After " dt " units of time, the individual is expected to shift location from " x " to location " y " at time " t +dt ".

Let there be "' N " individuals from various locations who have the same destination " y ".

Let each of the individuals (N+1) who have their own " m territory intents " and " n family tree intents " for the target destination " y ".

Let there be one state for the location " y " that could be described as the target for each individual.

For instance, if each of the individuals had the intent to control the resources in the location " y ", then there could only be one state possible for each individual.

Let there be " N + 1 " states in total that could be possible for the location " y " from the individuals who have the intent to reach the destination " y ".

Let there be " k " individuals in the location " y " pre-existing such that there could be " k " more states for the location.
Therefore the total number of states possible for the state " y " in total Z = (k+N+1) states is possible. The implication also is that there could be " Z " individuals who have a trajectory set for the location " y ".

Let " W " units of work be required for each individual to go from their current location " x " with the state " A " to reach the corresponding state at location " y ". .... The total amount of time and energy that is required to from their respective current locations and state to reach the destination is proportional to the distance between State A of location " x " to the State B of location " y ".

25.1 The distribution of Energy

Let E1, E2, E3...., Ez be the total amount of energy that is being extracted from each individual for the corresponding W1, W2,...Wz amount of work needs from each individual.

The location " y " therefore has " Z " possible states and the amount of energy that goes into the location " y " results in a superposed state or a unidirectional state.

Since the objective was the absolute control of resources at the location " y ", there could only be one state possible.

In such a scenario, the state that is realized or made deterministic could depend on various other metrics such as alignment with territory itself.

If the territory could somehow have alignment with one of the individuals then it could be preferred or prioritized for realization.

The alignment of the intents could therefore be defined by the movement patterns that are likely to occur if any individual took control over the resources specifically the utilization of energy resources to control and coordinate movement in the location " y ".

The quantum states that are realized could be a function of the following metrics such as:

The alignment of each individual with the location that is trying to establish the quantum state. In a more practical sense, the alignment of the intent of the individual or his timeline had made the location " y " by altering its state such that other individuals could enter the state. The assumption is that the timeline of the alpha prime of the location that had changed its state from inaccessible to inaccessible could serve as some sort of primordial gatekeeper.

The total energy that is going towards the work needed to change the state of the location from various individuals. The total energy must there be greater than the equilibrium that could occur from the interaction of the remaining forces. If not this creates an internal reaction towards the individual such that his distance from the location " y " with the desired state becomes farther.

The impact of hidden variables on the state of location " y ". Suppose there are states that are established by forces that could not be forecasted that could alter the state of the location " x " which could either be deterministic or an outcome from the stochastic interaction of various force components acting on the state.

25.2 Situation engineering

Identify events to create situations that alter the attention vector of the individual. This is done by identifying objects or events that are likely to increase the reactivity of the individual through observation. Common themes include grotesque themes, animal interaction, themes that increase emotional responses,

etc.

Create the possibility of the required event through movement through subliminal awareness such as the projected intent of the incident through the interaction. This process could be established by the association technique from the local subconscious information field where a large amount of attention could be diverted from various individuals surrounding the target and the local information field highlights the triggers independently in the local field as a result of the large amount of attention being diverted in any geographical area

Establish the probability of the event and then increase the likelihood of occurrence by establishing trigger points through the use of additional force. Create potential trajectories for the event such as increased association in the attention vector of the individual such that the movement of the individual will include the highlighted triggers in the navigation of the trajectory.

If any choice in the movement trajectory is made such that it includes a responsive measure to the triggers such as altering the attention vector in any way as a reaction, automatically provides consent for the establishment of the trajectory as a feasible possibility.

The probability of the event being engineered could gain additional energy by the energy that is used as a reaction from the target, along with the diverted attention energy from the individuals engineering the event, along with various external energies being applied to create movement in the surroundings that would increase the likelihood of the event that is being engineered.

25.3 Illustration

Let the total amount of energy that is being used for the situation engineering process be E units.

Let the original trajectory of the individual be A at time t = T

The purpose of the Energy " E" could be used to alter the trajectory of the ongoing movement of any individual in a location " x " such that the state of the location " x " changes.

If the state of any location " x " changes, the movement of all the individuals changes and consequently the energy levels of all the individuals change. This is because the potential energy of each individual is used to account for the recalibration of the attention vector by generating additional energy.

The target trajectory of the individual be B at time t = T

Therefore the state of the location " x " is assumed to have changed relative to the original expected state.

There the total amount of Energy E is used to change the location of the individual from A and B at time t = T.

25.4 Displacement of Energy

Suppose if the application of the force is not successful, then the amount of energy "E" is voided and is returned to the source and applied back to the movement vector field of the individuals. This is because the frequency of the timelines is assumed not to match or be similar thus reflecting the force back to the originating timelines that affects the movement of the originating timeline.

The force acts on the individual such that it becomes harder and harder to re-engineer the situation because, with every force, the timeline trajectory is diverted further and further away from the target timeline.

At this point, the trajectory could depend on the individual's expected current trajectories but eventually be used to align with the higher frequency vibrating timelines because they are setting the intents with the highest amount of energy in the local subconscious information field.

The shift in the trajectory affects the use of time for the individual specifically the time that is spent for survival-non survival and comfort-discomfort matrix. The time distribution is dependent on the amount of free movement the new location allows along with the preferences for the observing consciousness.

26 The implicit enemy of Time

Let there be a group of N individuals in a territory or a boundary.

The movement of life in the territory is defined by the movement of N individuals in the territory.

Let the territory be the source of energy for the life movement.

Let the territory be part of another group of M individuals who are in movement where the source of energy for that movement is another point of origin.

26.1 Illustration

A typical example is that the source of energy for the stable movement of Earth around the Sun which eventually leads to the stable movement on Earth defined by the people.

Let there be " X " masculines in the territory such that (N - X) individuals in the territory are directed by the masculines for their movement.

26.2 Potential energy for Rotational observation

The masculines are assumed to have a unique kind potential energy explicitly to observe the all movement (rotational) in the surroundings such that a stable trajectory could be established for themselves and the (N-X) individuals in the surroundings.

The (N-X) individuals are assumed to lack the specific potential energy to observe the surroundings in the rotational observation context. The rotation observation in this context is to observe all the perceptions available in the surroundings to understand the relative movement that is occurring.

The ability of the masculines to generate this special kind of potential energy is proportional to their movement strategy which could either be aligned or misaligned with the territory.

Since the territory itself would be the masculines for the X masculines in movement in the territory , the implication is that the flow of information occurs from the territory's rotational observation for the decision making of the X masculines.

The higher the alignment between any of the X masculines , the higher the potential energy for rotational observation.

After T units units , Let there be Y masculines who are misaligned with the information flow from the territory and they would no longer be able to regenerate this special kind of potential energy for rotational observation.

Therefore the territory has (X-Y) masculines who could direct the (N-X) individuals for their life movement.

The Y individuals no longer have the potential energy for rotational observation and thus lack the ability for direct the (N-X) individuals.

26.3 Extracting potential energy from the surroundings

Under the circumstances if the Y masculines had an intent to direct the (N-X) individuals then , they could engineer a process to extract this special kind of potential energy by deception.

The Y masculines could spend D units of time in interactions with one or more of these (N-X) individuals where a contract could be drafted (through various techniques explicitly designed by geometric actions such as gestures, hand movements, body movements, eye and neck movements etc) . Depending on the exact nature and purpose of the energy extraction , a unique sequence of gestures could be drafted which could be a kind of signature for the intended purpose.

26.3.1 The need for deception

Since this process is unlikely to be voluntary , the deception has to be engineered in such a manner that the perception of the (N-X) individuals does not match the true intent.

If the (N-X) individuals are in the interaction with the Y masculines , the duration of the interaction would be " D " units of time and the perception of the same interaction could vary as follows.

The true intent for the D units of time would be to transfer potential energy from the (N-X) individuals to the Y masculines. This would be the perception of the Y masculines.

The projected intent for the D units of time from the Y masculines to one

or more of the (N-X) individuals could be random , or specifically crafted to gain consent in the interaction for the interaction.

This could be done with a process called perception matching. This is process where a set of actions (geometric) movements that occurs in the interaction could be perceived as a projected intent rather than the true intent.

26.3.2 Engineering the Deception

To achieve this process , perception engineering techniques could be applied

This could be done by splitting the duration D units of time as follows :

D units = d units + t units

Where

True Intent of the masculine

d units of time is explicitly used for establish the mechanism for energy transfer. This could be established by introducing various gestures , hand movements, non verbal communication etc through out the course of the D units of time. The total time " d " units telicity for this purpose could be introduced at various intervals in the total duration D units of time.

d = d1 + d2 + d3 ....

There would be no requirement for each incremental duration di has to be continuous.

Projected intent by the masculine

On the other hand "t" units of time is the time used where the actions that follows are explicitly designed to maintain the projected intent for the concent of the (N - X) individuals.

The t units of time are variable and irrelevant for the masculines however they are root cause for the participation or the consent for the (N - X) individuals to be in the interactions.

While the purpose of d remains same which is essentially to transfer potential energy from the (N-X) individuals to the Y masculines , the purpose of t units could be random and variable and dependent on the perception of the (N-X) individuals such as :

A tea party

board game meet ups

communal gatherings

26.3.3 Assembly of the true and projected intent in time

The design of the process could be observed through the overall time distribution such as :

D = d1 (true intnet) + t1 (projected intnet) + d2 (true intnet) + t2 (projected intnet) + ...

Where t = t1 + t2 ... is the proportion of time out of D which is used for the deception or the illusion to mask the energy transfer that occurs in d units of time.

26.4 The mathematical description of the hierarchy

Since the " d " units of time is the true intent and dependent on the masculine's perception , it is independent of the other individuals.

For the energy transfer process , the " t " units of time have to be engineered to each individual or groups based on their perceptions.

26.4.1 Engineering the deception by intent

Suppose there are Z = (N-X) individuals who will need to be forced into an interaction of D units for the process , then the value factor of " t " units of time have to be engineered according the perception of the N individuals.

Since it unlikely that all Z individuals have the same set of intents to participate in the interaction set by the masculines , the group of Z individuals could be split into " k " groups based on any specific intent they are likely to participate in.

The Process is as follows

Align " k " individuals under any narrative that could be designed for t units of time. Thus the individuals could be locked in an interaction for a duration of D units of time where " t " units of time is the projection or illusion and " d " units of is the true intent.

Thus the individuals could be grouped into several groups of " k " individuals.

26.4.2 Perception engineering

Any individual has a set of intents for the forward movement at any time " t " in a location " x ".

Let the intents be discretized as

m territory intents

n family intents

The masculine observer could observe the (m + n) intents of the individual and select x intents which could be a potential match to design the interaction at the current or future time.

The selection of x intents could depend on the perception of the individual at the current time " t " and the current location " x ".

The intents are chosen by the masculine such that the total duration D units of the interaction is maximized.

The maximization process could occur by choosing metrics that have a higher response rate such as emotional triggers such as anger,fear etc.

These triggers that nature increase the attention span of the attention vector of any individual could be used as a binding agent to the interaction.

Casual interaction Illustration

Any communal gathering such as a tea party could be designed for this purpose. For instance if the true intent is the initiation of any activity with several gestures or symbolic initiations that is triggered at various instances of time. If the total time that is used for the explicit gestures could be defined as " d " units. Where the t = (D-d) units of time is used for the projected intent which is to continue the normal practice or conversations for the tea ceremony.

Trigger based interaction Illustration

Suppose if a group of individuals who have gathered for any fear or emotion based gatherings such as a cult or a practice that involves methodical repeated gestures and the collective involved attention sharing towards symbols (either hidden in plain sight or implied) for prolonged periods of time then such practices could be integrated into the interaction.

In theory such practices could be integrated into the mass media where various franchises in television or the media could be used to entertain the Z = (N-X) individuals using rituals, occult practices or any other type of symbolic gestures disguised as humor,drama,bizarre etc.

Since the association of these various practices to the true intent is mostly done in private by the masculines , the amount of time " d " units where the attention of the individuals is focused on the geometric action or symbology would be sufficient to intitate the energy transfer process.